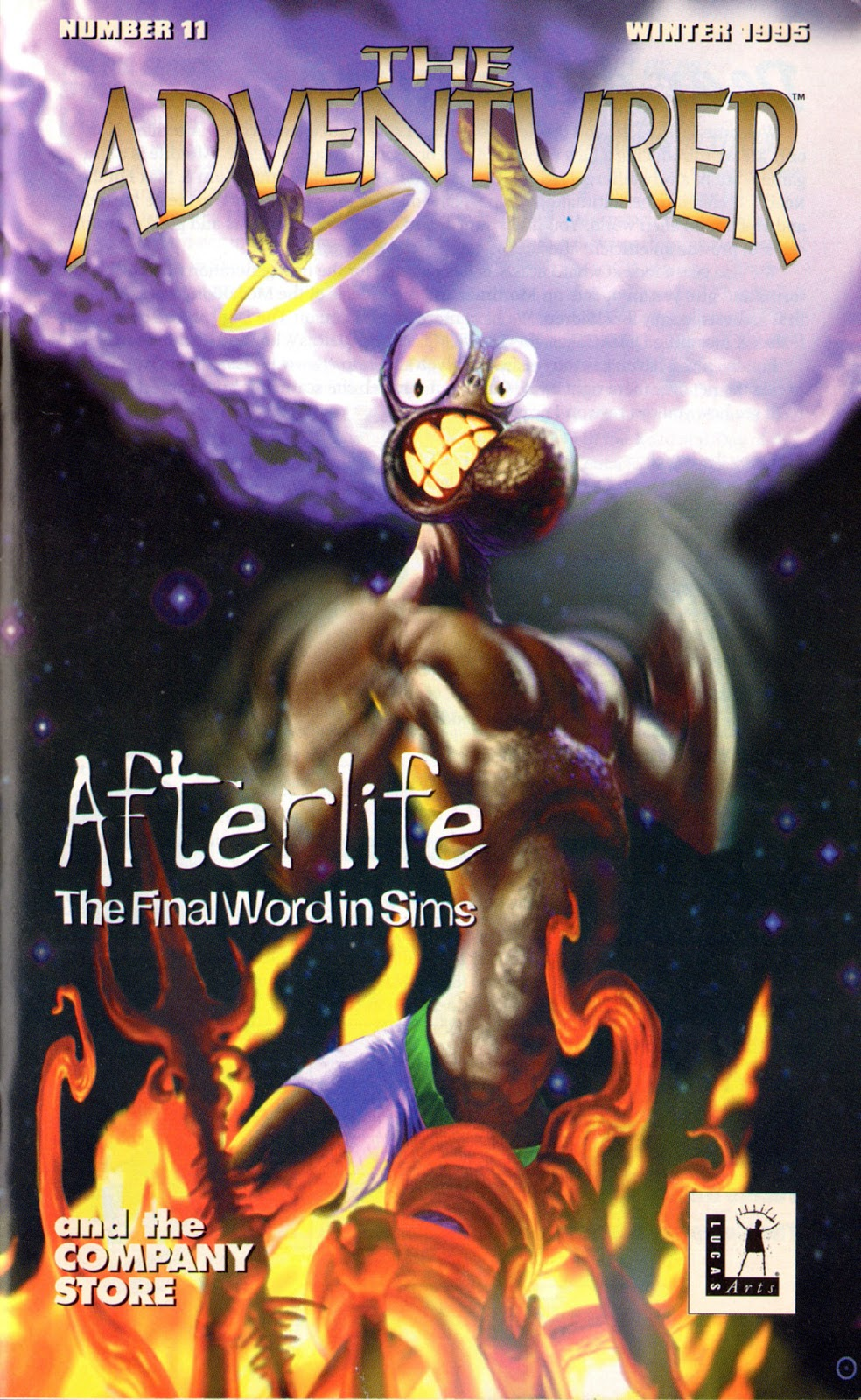

NUMBER 11
WINTER 1995
THE ADVENTURER™
Afterlife
The Final Word in Sims
and the
COMPANY
STORE
LUCAS Arts

Dear Adventurer

Welcome to issue #11 and the debut of a brand new game on our cover, **Afterlife.**™ Not only are we introducing a new title; we're also breaking into a new genre. **Afterlife** is a sim game – but of a very different nature. Project leader Michael Stemmle (**Sam & Max Hit the Road**™) is creating the "ultimate" sim in which you have the omnipotence to create Heaven and Hell for an alien world. You must punish and reward wisely for sins and good deeds in order to provide an efficient afterlife for your mortal charges.

We also take a look at what LucasArts has planned for the next generation of console platforms and give you an update on **Mortimer and the Riddles of the Medallion**,™ LucasArts' first game especially for children. We have more info for you on **The Dig**™ and all our regular features, including Quick Takes, the Sam & Max comic, ¿LucasWho? and Techie Bench.

Finally, if you haven't already visited our web site (http://www.lucasarts.com), you'll want to ride the net over there right away. Check out our web site scavenger hunt contest on page 16 to see how you can save on LucasArts games.

Enjoy the issue!
Sue Seserman
Editor-in-Chief

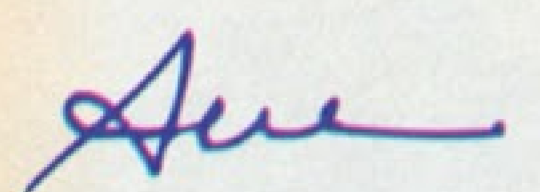


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THE DIG SPAWNS SPIN-OFFS

With nearly 200 locations, over 5,000 lines of dialogue and credits that include names like Steven Spielberg, Industrial Light & Magic and award-winning sci-fi author Orson Scott Card, **The Dig** brings new meaning to the word "epic." And what epic would be complete without a full line of product tie-ins? This fall not only sees the release of **The Dig** game, but several related spin-offs that are sure to be hits.

The Dig novelization is written by celebrated fantasy author Alan Dean Foster, best known for his **Spellsinger** series and novelizations of the **Alien** movies. The novel will be published under Warner Books' Aspect label. The hardcover edition will be available in bookstores sometime in January of 1996. An audio-drama of the book will release at the same time.

The Dig's alluring soundtrack, based on samples taken from the classical works of Richard Wagner and expertly enhanced and woven into the game by LucasArts' composer Michael Land, will be available from Angel Records. A collection of LucasArts game demos also will be included in the soundtrack package.

A game as puzzle-intensive as **The Dig** may require a little help. Infotainment World Books will publish **The Dig Official Player's Guide**. The guide will include a detailed walk-through and everything else players need to know to solve the game.



Composer Michael Land adds timpani to The Dig soundtrack

START US UP! NEW LUCASARTS MAC CD AND WINDOWS 95 TITLES

This fall marks the release of several new titles for Macintosh CD and Windows 95. Joining the recent Mac CD versions of **Dark Forces™** and **Full Throttle™** are **X-Wing Collector's CD-ROM™**, **The Dig** and **Rebel Assault™ II**. Additionally, two well-loved classic LucasArts titles, **Sam & Max Hit the Road** and **Day of the Tentacle™**, will release for Macintosh CD in late 1995.

Native Windows 95 versions of **The Dig** and **Rebel II** also are in the works. These versions will offer an autoplay feature that streamlines installation and seamlessly configures sound and video functions.

In case you've been in carbon freeze recently,

Where to Find Us

ONLINE

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CompuServe
Game Publishers Forum A (GO GAMAPUB) section 7 or send e-mail to ID# 75300,454

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here's a rundown on the titles: **The Dig**, a deep space science fiction adventure inspired by Steven Spielberg, finds three shuttle astronauts stranded on a desolate planet desperately trying to return to Earth; **Rebel Assault II**, an action-arcade game set in the **Star Wars**® universe, features an original story brought to life with realistic 3-D graphics and live-action video; **X-Wing CD**, a space combat simulation, lets players pilot X-wings, A-wings, Y-wings and B-wings in a variety of dangerous missions against the evil Empire; **Sam & Max** is a quirky, detective comedy adventure based on the underground **Sam & Max Freelance Police** comic; and as the hit sequel to **Maniac Mansion**® **Day of the Tentacle** is an interactive adventure that challenges players to save the planet from mutant tentacles.

The Adventurer

NUMBER 11 WINTER 1995

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Special thanks to George Lucas

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LUCASARTS #1 PC GAMES PUBLISHER

LucasArts has captured the number one market share in game software sales. This is according to PC Data, the entertainment software industry's primary market research report. Last year at this time, LucasArts held the number three spot.

"As a company, we support a creative environment that lets people build the kind of games they want, even if the ideas at first seem unconventional," said company president Jack Sorensen. "It certainly is encouraging that the market seems to be telling us we're on the right path."

Having four out of the top 20 titles in the first half of 1995 helped to secure LucasArts' number one position. The best-sellers included **Dark Forces, X-Wing Collector's CD-ROM, TIE Fighter** and **Full Throttle.**

ILM AND SKYWALKER SOUND WORK MAGIC ON NEW FILMS

Industrial Light & Magic is working on a special children's movie, **Jumanji**, slated to release for the holidays. Starring Robin Williams, **Jumanji** is adapted from a children's classic. Thanks to ILM, the film will thrill holiday moviegoers with its wild animals showing up in the most unexpected places. Coming in 1996 is the film version of **Mission Impossible.** Starring Tom Cruise, it promises to deliver top-secret action and adventure. Two other movies to look forward to next year are **Dragonheart**, a medieval adventure starring Dennis Quaid and an amazing dragon whose powerful voice will be provided by Sean Connery, and **Twister**, an exciting story set during the midwest tornado season. ILM also is continuing to create new elements which will be featured in the **Star Wars Special Edition**, to be released in theaters in 1997,


JUMANJI

the twentieth anniversary of the film's original release.

Additionally, NOVA/WGBH is producing a documentary IMAX film, **Special Effects**, which takes a behind-the-scenes look at effects filmmaking. It features visual effects by ILM in the IMAX format and uses ILM's groundbreaking technology, which allows digital images to be transferred to this large screen.

Skywalker Sound also is working on **Jumanji, Mission Impossible** and **Special Effects**. Its other projects include **Home for the Holidays**, from director Jodie Foster; **Toy Story**, the first completely computer-generated feature film; **and Indi-**

ana Jones and the Attack of the Hawkmen, the latest installment of the award-winning television series created by George Lucas.

LUCASARTS' WORLD WIDE WEB SITE: LIVE AND IN COLOR!

Since going live in July, LucasArts' web site has proven to be more popular than the cantina on Mos Eisley! In its first two months, the site has garnered more than 1.5 million hits from game players seeking an inside look at LucasArts.

LucasArts' web site features numerous areas through which visitors can browse to get information about the company. The areas include Technical Support, Game Demos, Company Store, The Adventurer, Human Resources and Press Room. A special feature lets visitors check out anything that's been added in the last 30 days. The site is highlighted by new screen shots for **The Dig**, **Rebel Assault II**, **TIE Fighter CD** and **X-Wing** for Mac CD, as well as current job postings at LucasArts. Interested applicants now can forward resumes directly to the company via e-mail.

In addition, web browsers can visit special home pages dedicated to **The Dig** and **Rebel Assault II**. The sites will feature game trailers, screen shots, interviews with project leaders, insider tips and more. The games' home pages are accessible from the LucasArts' home page, located at http://www.lucasarts.com.

SAM AND MAX STAR IN NEW COMIC COLLECTION

Though most Adventurer readers know Sam and Max through their interactive escapades in the game, **Sam & Max Hit the Road**, the dysfunctional dynamic duo have their origins as comic book characters. In **The Collected Sam & Max – Surfin' the Highway**, recently published by Marlowe & Company, all the **Sam & Max** material is collected in one volume for the first time. **The Collection** is replete with the wry humor and antisocial behavior that have earned this quirky pair of furry flatfoots a rabidly devoted following.

From Sam and Max's undercover stint as "terrifying hairy bikers" who visit a tattoo parlor to their trigger-happy and danger-riddled quest to rid the Moon of giant cockroaches, this is a hilariously twisted, distinctively rendered and action-packed adventure with America's favorite Freelance Police.

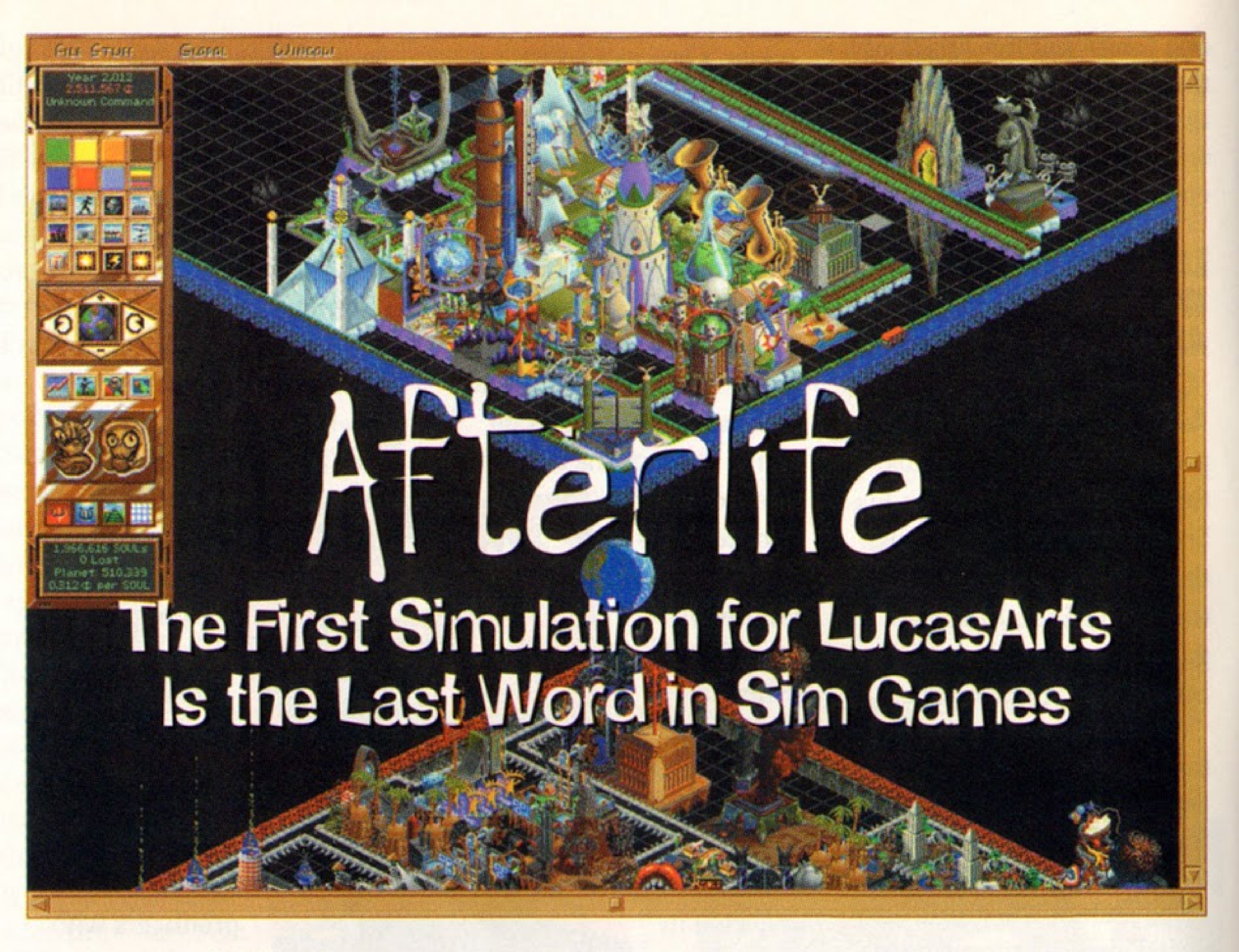
Featuring a new cover by **Sam & Max** creator Steve Purcell, as well as new interior illustrations, **The Collected Sam & Max – Surfin' the Highway** is the perfect example of over-zealous animal law enforcement.

THE AUDIENCE IS TALKING TO THX

THX is the hallmark of high quality sound in theatres and has told us for years that "The Audience is Listening." Audiences now have two ways they can "talk back" about their experiences in THX theatres and with THX quality-assured movies. As you probably know, THX-equipped theatres have great sound systems. What you might not know is that the company provides film producers with a quality-assurance service.

A toll-free number – 1-800-PHONE-THX – now appears after the credits on all THX quality-assured films. Moviegoers can let the company know about any presentation problems, from scratchy sound to blurry projection. The number first appeared in **Die Hard With A Vengeance** and has since been included at the conclusion of **Apollo 13**, **Casper**, **Waterworld** and **Strange Days**.

THX also has set up shop on the World Wide Web at http://www.thx.com. Browsers can get information on the company's home and theatre systems, locate the closest THX theatre and offer feedback on THX quality-assured films or sound in THX theatres. ESC



by Tom Byron

These days, Mike Stemmle, known to LucasArts fans for his work on **Sam & Max Hit the Road** and other classic games, is a little, well, preoccupied.

"Reincarnation, souls, the hereafter – what's it all about?" he wonders as he relaxes in front of his office computer surrounded by a collection of the coolest toys not found at your local Toys R Us. But Mike isn't pondering the imponderable, and he's not in the throes of existential angst. In fact, he doesn't even seem to be the slightest bit depressed. The fact is, he's busy designing and programming his next game – **Afterlife** – scheduled to hit the stores in the first half of 1996.

A longtime fan of simulations ("sims"), Mike has wasted countless company hours building, maintaining and destroying hundreds of cities, worlds, theme parks and ant farms. Somewhere along the line, he had an epiphany: All of today's sim games are grounded in what we laughingly refer to as "reality." Reality carries the baggage of built-in rules and assumptions, like "it's a bad idea to put nuclear power plants next to residential zones" and "trains have a difficult time going over mountains."

But what if the player was faced with a different situation, where the rules weren't necessarily known beforehand? What if the player was faced with managing, for instance, the afterlife?

AND ON THAT DAY WAS BORN AFTERLIFE

"I knew that I wanted to build a sim game," says Mike, "but I also knew that I wanted it to be different from every sim game out there." **Afterlife** is the first and only sim game that puts players in charge of the Great Beyond, the Hereafter, the proverbial Undiscovered Countries: Heaven and Hell.

"Think of yourself as a regional manager for the Great Beyond," explains Mike. "Your mission is to accommodate the needs of the wandering souls of a particular (alien) planet, according to the beliefs of each individual soul. If you keep your souls happy, then everything goes along just swell. Fail to meet their afterlife needs, and everything goes to you-know-where."

A SIM WITH A LOT OF SOUL

The player's goal in **Afterlife** is to build the most efficient afterlife possible. Employed by "The Powers That Be," the

player must greet souls, tally up their good and bad deeds, and send them to their expected rewards. Some souls believe in reincarnation, so the player must build special vehicles to take them back to the world of the living. Others believe that all souls go to Heaven, so the player better have built a big enough Heaven to take care of them. As the player fully "processes" the souls, The Powers That Be shower him with Pennies from Heaven, allowing him to expand his afterlife even further.

With literally billions of souls to keep track of, **Afterlife** doesn't subscribe to any one belief system, except for those that affect gameplay. "We decided early on to include



Left: Endure "Disco Inferno." Right: Reap rewards for a "terrorific" hell.

both a Heaven and a Hell in **Afterlife**, for a couple of reasons," says Mike. "First, everyone's heard of Heaven and Hell, even if they don't believe in them. Secondly, and most important, a two-plane afterlife looks capital-c cool when it's floating on your computer screen, and it creates a great deal of dynamic tension in the player's gameplaying strategy."

Despite its unusual setting, **Afterlife** is simple enough for the beginning sim player, yet deep enough to challenge the most hard-core empire builder. A graceful and intuitive interface will allow players to manipulate the individual characteristics of the game's more than 250 structures, yielding hours and hours of frothy, sim-playing fun.

Best of all, **Afterlife** is jam-packed with the kind of humor people have come to expect from LucasArts. "You want puns, we got a 'Disco Inferno'," says Mike. "Topical media references? How about 'Hellrose Place' or 'The Real Underworld?' Wry commentaries on the human condition? Afterlife's got 'em in spades. This game is fat with laughs."

No game is complete without great artwork, music and sound. **Afterlife** artists, led by **Sam & Max** veteran Paul Mica, have created a simulated afterlife that is both stunning and functional.

"The feel of the interface is a nifty, brassy, vintage-tech look," says Mike. "And each of our tiles are like tiny little music boxes; I'd pay forty or fifty bucks just to stare at the tiles." There will be plenty of music (though *Stairway to Heaven* and *Highway to Hell* have been banned) and practically every structure and event will have its own associated sound. "For hell alone, we'll probably need about 20 different variations of 'screaming in abject terror'," laughs Mike.

THE FINAL JUDGEMENT: GREAT GAME, GREAT FUN

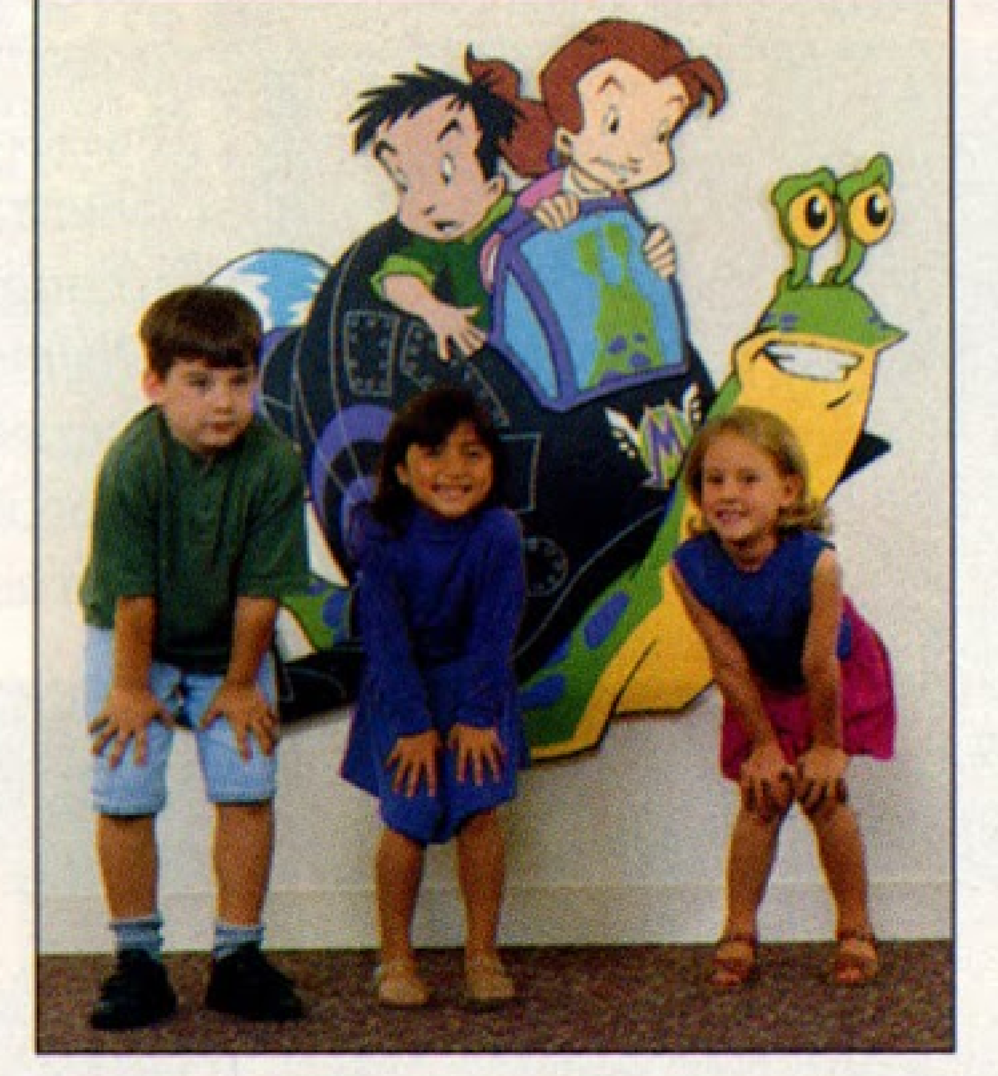
"**Afterlife** will be the strangest game you'll ever play, but it'll also be more fun than you can shake a halo at," says Mike. "It's a serious strategy game about a serious ontological topic, but done in a lighthearted, whimsical fashion that should appeal to everyone. I think people will get a real kick out of it." **Afterlife** will be available for PC CD-ROM in both Windows 95 and Windows 3.1 versions. ESC

When in Rome...

LucasArts Goes to the Experts for Insight into Children's Entertainment

by Casey Donahue Ackley

When LucasArts dove head first into the world of kids' entertainment with **Mortimer and the Riddles of the Medallion**, the team behind it all decided to get some expert opinions right from the start. Sure, we could remember what it was like to be a kid. After all, it wasn't *that* long ago. But with My Little Ponies turning into Power Rangers in the blink of an eye, we wanted to make sure that classic story-telling and good old-fashioned action were still enough to hold the attention of your not-so-average kid. What better way to find out than to go directly to the source?



After a few months of initial design, we set up shop in a local computer school called Future Kids. Here children could learn a myriad of applications of computer use, including paint programs, spreadsheets and games. Our group of kids that day ranged from novice to expert as far as computers were concerned. Since we had only ideas and storyboards to show at that time, we brought sketches, music, riddles, paper, pens and three copies of **Rebel Assault**, the game from which we would draw the engine for **Mortimer**.

Gwen and Pat, two designers on the team, played **Rebel Assault** with the kids. We knew the kids would love the 3-D realism of **Rebel**, but how well could they play it? Our target age group was 4 to 9 years old, and we wanted to ensure that our entire age range could fly a giant 3-D snail while saving the world and sliming enemies. We figured, if they could pilot an X-wing, they could handle a snail. Our fears



were quickly quelled when a 4-year-old, who had never before held a joystick, blew straight through the asteroid field without taking a single hit of damage.

I was surrounded by 6-year-olds, each trying to out-yell the other in a storytelling showdown. Behind me were sketches of our heroes, Sid and Sally, our villain, Lodius, and, of course, Mortimer. An excited kid named Brian waved a picture of Lodius high above his head and shouted, "...then the snail flew down and landed on this guy's head!" "This guy" was our villain, Lodius, of whom we had brought in several different versions for the kids to critique. We had asked the kids to tell stories that included all the characters on the boards. Nearly all of them chose the same drawing of Lodius as the villain. The other version of Lodius, less scary than his predecessor, was deemed by the kids as the villain's troll sidekick. Sid and Sally were always the heroes and, by some coincidence, often had a lot in common with our storytellers. By the end of the session, it was all I could do to wrench the storyboards out of Michelle's hands before she flung them across the room to show us how the snail could fly. She preferred a propeller, while David chose jets. Black was the color-of-choice for Mortimer's shell, beating out purple and orange by a landslide.

How do you keep busy while flying a giant snail around the world? In **Mortimer**, you learn about the animals you save during your flight and solve brain-bending riddles to win passage to the next levels. In the far corner of the room, Collette Michaud, the creator of **Mortimer**, showed sketches of animals to a group of 7-year-olds.

"I'm a cheetah," Collette exclaimed, holding up an animal sketch, "the fastest land animal there is."

"I knew that!" cried a voice from the back. "A cheetah can run up to 70 miles per hour!"

These kids knew their animal trivia inside and out. We soon learned that we'd have to come up with more bizarre facts about familiar animals to keep kids interested. Collette read on, explaining how cheetahs' spots help them hide from their prey, and how their front claws were made for hunting rather than climbing. Then, after a few more animal monologues about lions, ostriches and rhinos, it came time for the riddle.

"Now, are you ready for the riddle?" asked Collette.

"I've got a riddle!" whispered one of the boys up in front. "What's red and green and spins at 100 miles-per-hour?"

"What?"

"A frog in a blender." Fits of laughter from the crowd. So much for the pro-animal theme of the day.

"OK, I've got one for you," reiterated Collette. "I spot the cat and pray she won't spot

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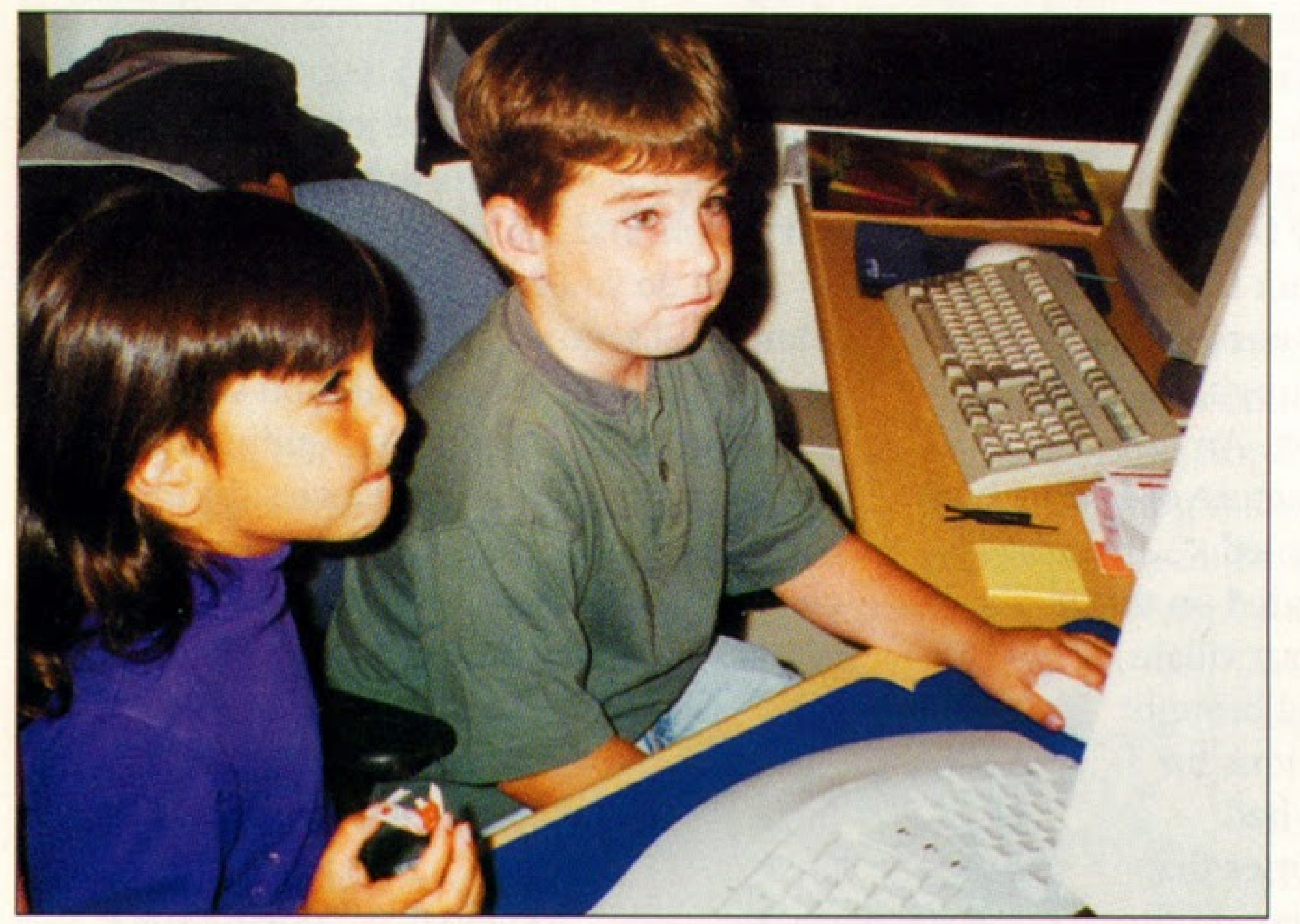


This early version of Lodius (left) was dubbed a comic sidekick by the kids. The villain of choice was the scarier one (middle) who later inspired Lodius' final look (right).

me, a blessing that she cannot climb a tree."

"Cheetah!" shouted three voices from the crowd.

The riddle, which we had believed to be difficult, had suddenly proven itself too easy.



In a later focus group, kids show the designers what they like best about Mortimer.

That day, the kids prompted us to create three levels of riddles – easy, medium and hard – so players could tailor the game to their own skills, while still giving them the option to up the ante at anytime. Adam's frog riddle also reminded us of how popular riddles are with kids, so we knew we were on the right track.

At the end of the session, we all listened to 30 different kinds of music. We found that some kids preferred Mozart over MC Hammer, while others gave the Beatles a big thumbs-up. Finding one or two themes that were popular with all the kids was impossible, so when we chose our band, the Bunjee Jumpin' Cows, we made sure they could create a different sound with every song. In **Mortimer**, you'll hear reggae in one level and a rock opera in the next. Country and western, rap and rockabilly strike up at the gates, while surfer tunes wail in the opening credits.

Today, one year later, all the pieces are in place. Now it's up to the artists and programmers to add the polish to the original designs approved by the kids. We've got one more round of focus groups to go, just to make sure that the controls and interface are intuitive for the kids. This time, we'll be at the Children's



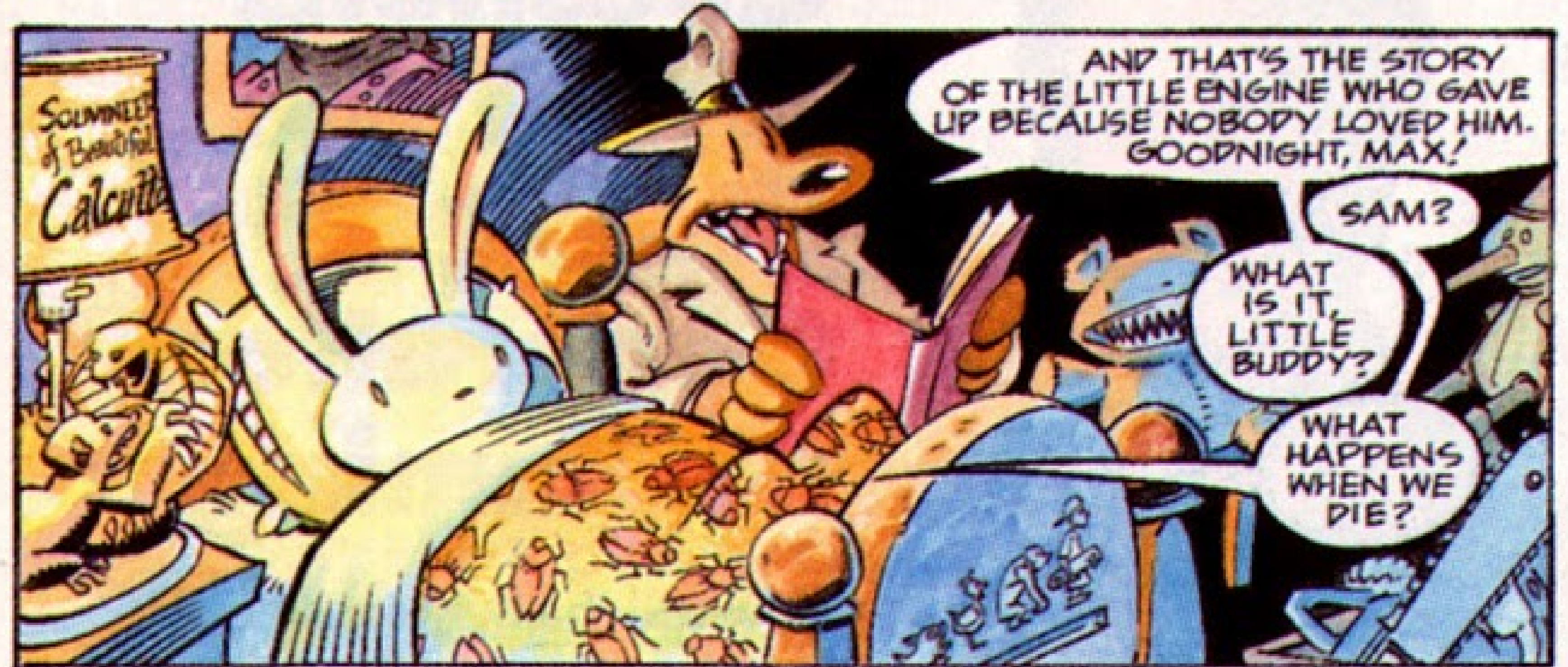


While flying through the Savannah, you can "revitascope" elephants and interview giraffes.

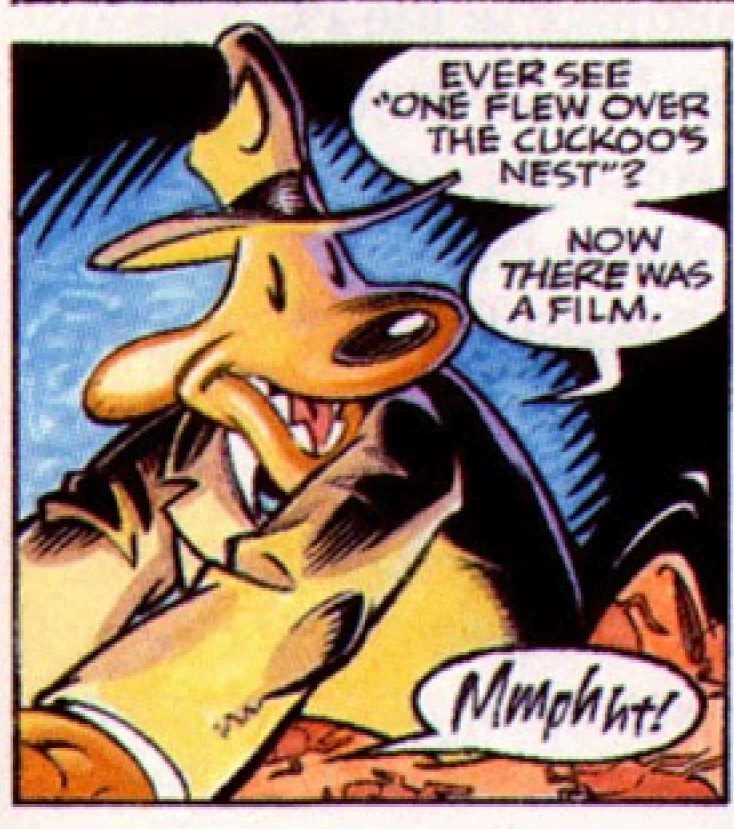
Multimedia Expo in San Francisco, meeting hundreds of kids each day. After all, what better way to find out what kids like than to ask the experts?

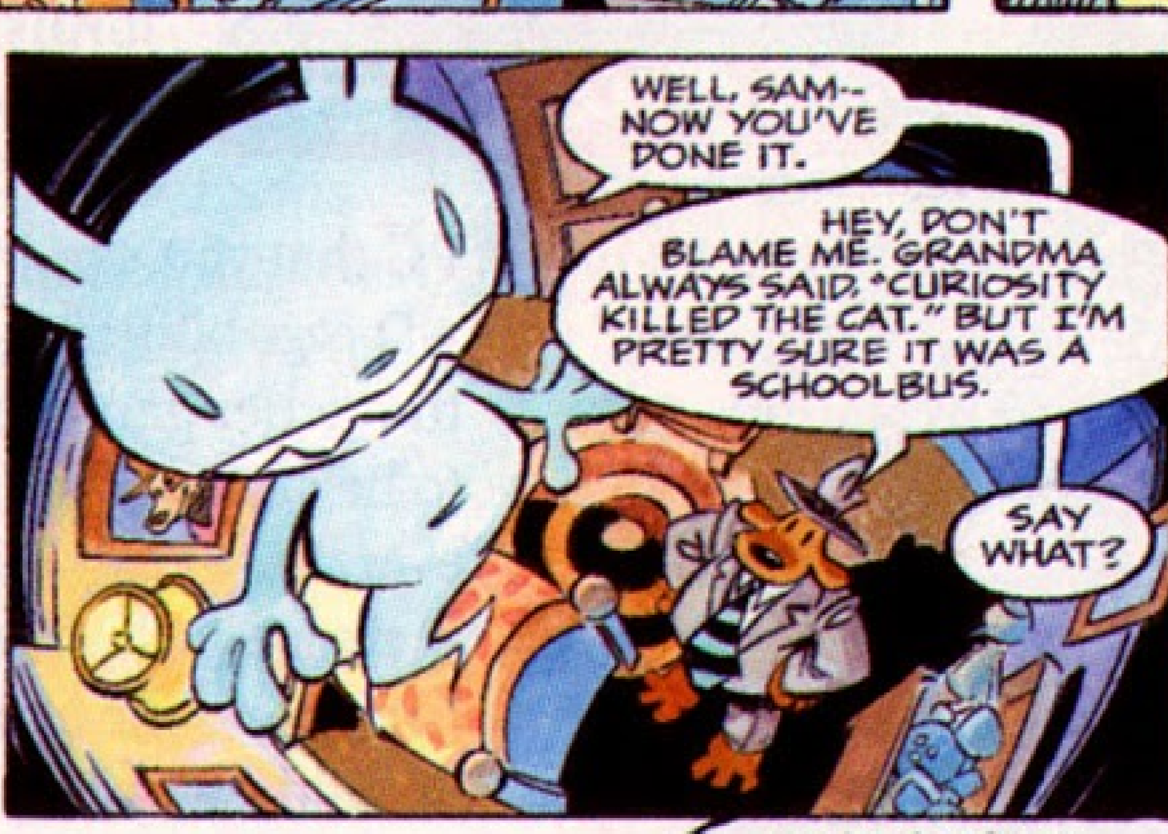
Mortimer will be making a landing across the country in the first half of 1996. Watch your head! ESC


Sam & Max
TM & © 1995 by Steve Purcell
LETTERED BY: LOIS BUHALIS

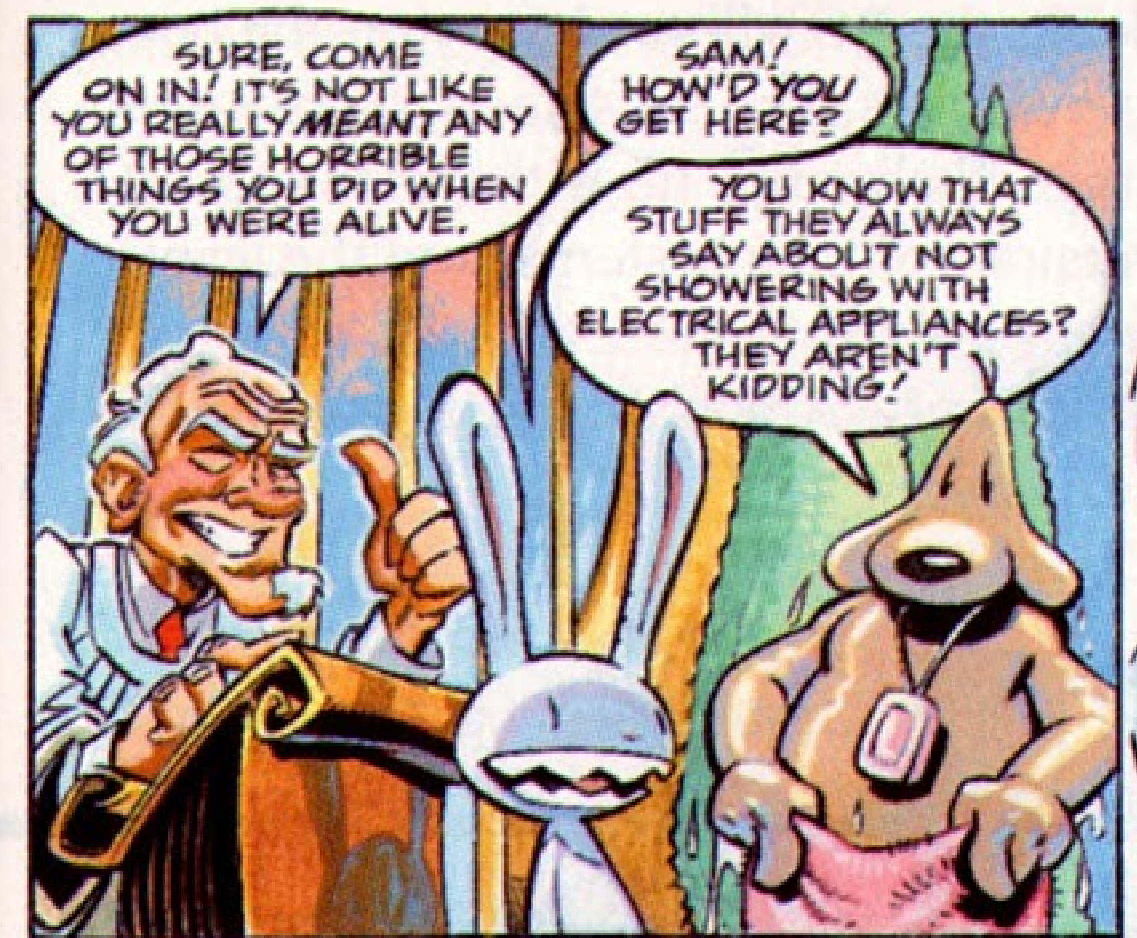

SOUVENIR of Beautiful Calcutta
AND THAT'S THE STORY OF THE LITTLE ENGINE WHO GAVE UP BECAUSE NOBODY LOVED HIM. GOODNIGHT, MAX!
SAM?
WHAT IS IT, LITTLE BUDDY?
WHAT HAPPENS WHEN WE DIE?

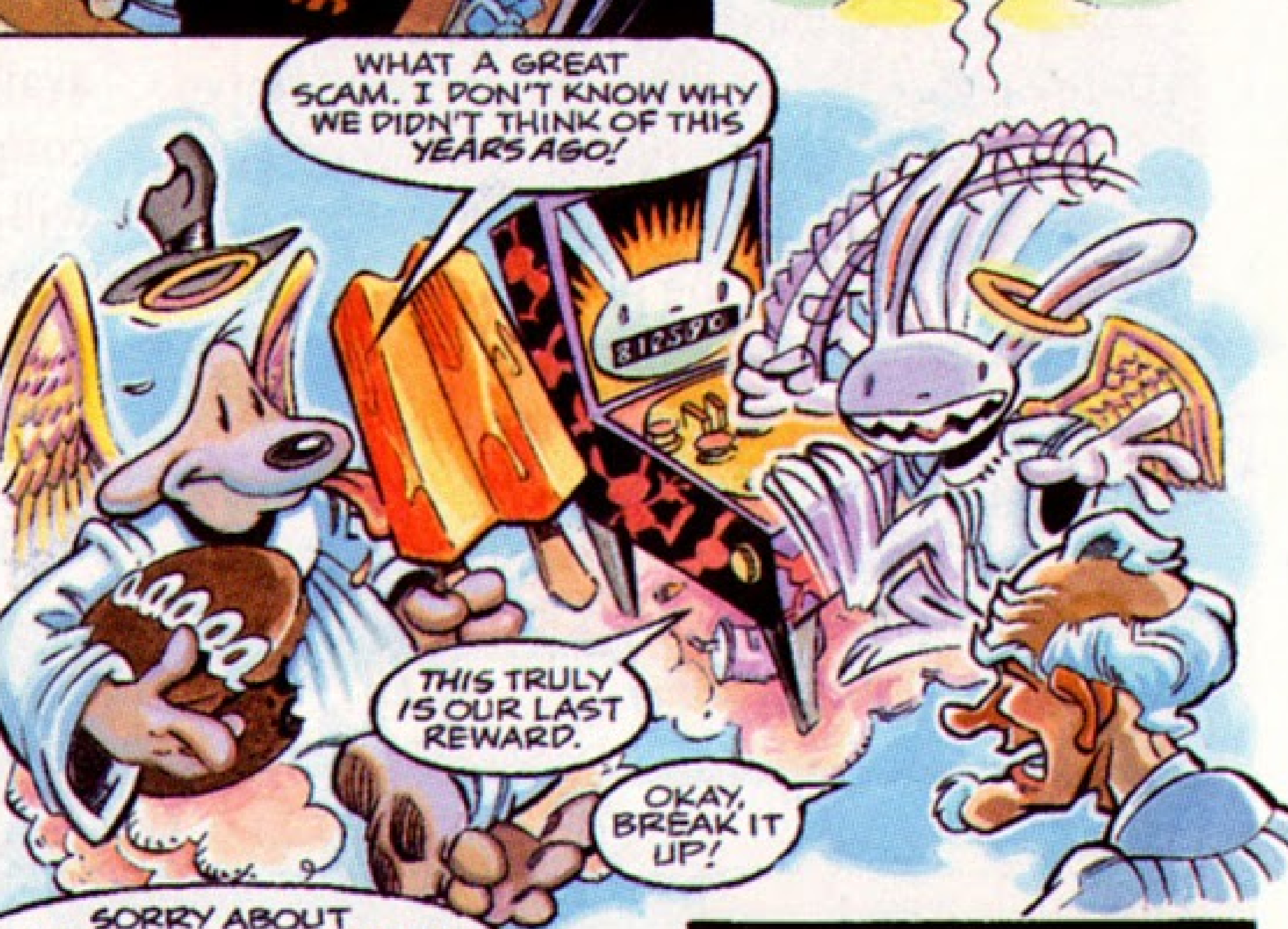

GEE, I DON'T KNOW. BUT I GUESS THERE'S ONLY ONE WAY TO FIND OUT.
YEAH? HOW'S THAT?

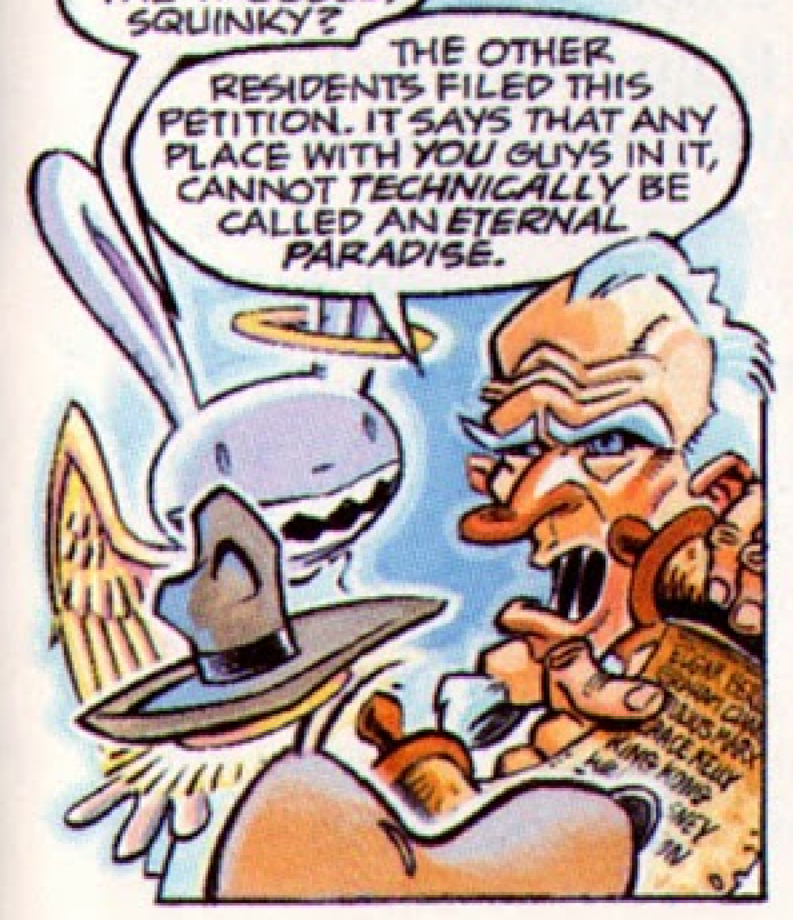

EVER SEE "ONE FLEW OVER THE CUCKOO'S NEST"?
NOW THERE WAS A FILM.
Mmphht!

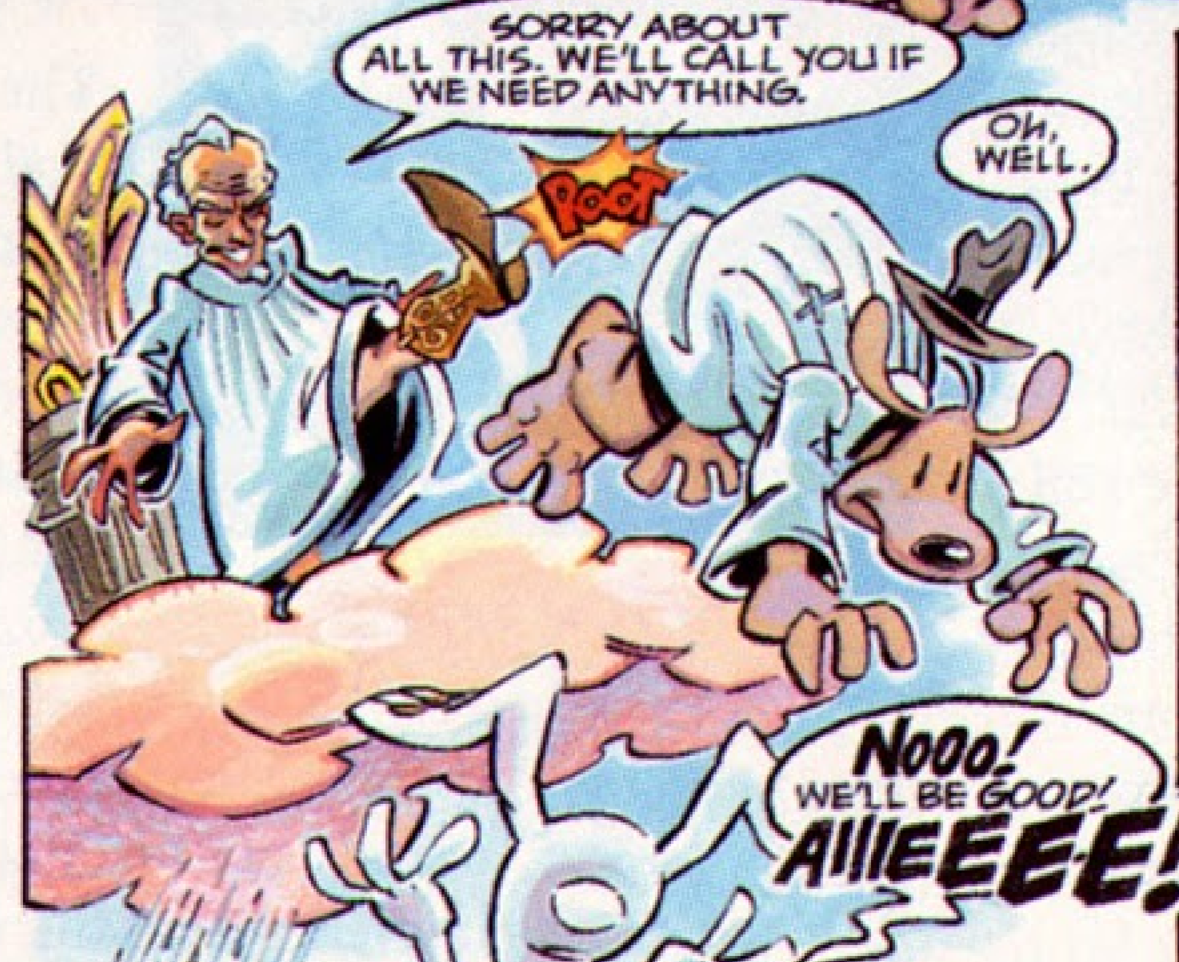

WELL, SAM-- NOW YOU'VE DONE IT.
HEY, DON'T BLAME ME. GRANDMA ALWAYS SAID, "CURIOSITY KILLED THE CAT." BUT I'M PRETTY SURE IT WAS A SCHOOLBUS.
SAY WHAT?


I DON'T MIND THIS.


SURE, COME ON IN! IT'S NOT LIKE YOU REALLY MEANT ANY OF THOSE HORRIBLE THINGS YOU DID WHEN YOU WERE ALIVE.
SAM! HOW'D YOU GET HERE?
YOU KNOW THAT STUFF THEY ALWAYS SAY ABOUT NOT SHOWERING WITH ELECTRICAL APPLIANCES? THEY AREN'T KIDDING!


WHAT A GREAT SCAM. I DON'T KNOW WHY WE DIDN'T THINK OF THIS YEARS AGO!
THIS TRULY IS OUR LAST REWARD.
OKAY, BREAK IT UP!


WHAT'S THE TROUBLE, SQUINKY?
THE OTHER RESIDENTS FILED THIS PETITION. IT SAYS THAT ANY PLACE WITH YOU GUYS IN IT, CANNOT TECHNICALLY BE CALLED AN ETERNAL PARADISE.


SORRY ABOUT ALL THIS. WE'LL CALL YOU IF WE NEED ANYTHING.
ROOT
OH, WELL.
NOOO! WE'LL BE GOOD! AIIIEEEEE!

LucasArts' Head of Technology Doug Kay Answers Questions About the "Next Generation" of Gaming


DOUG KAY

What are some of the main and exciting features of the three new console platforms — the Nintendo Ultra 64, the Sony PlayStation and the Sega Saturn?

Doug: The Ultra 64 has powerful 3-D graphics capabilities. It can display the most number of polygons per second and has the fastest single CPU. The PlayStation also has very strong 3-D graphics capabilities. In addition, it has a CD-ROM drive which allows game developers to create a different game experience than with a console that has a "cart" with more limited memory capabilities. The Saturn has a lot of processors to work with, and as developers gain more experience programming for it, they should be able to create games with more and more to see.

What do you mean when you say you'll be able to see more?

Doug: What we generally mean by "more" is a richer, highly complex and hopefully more interesting visual experience. Usually the more polygons that can be displayed each second, the grander the game environment that we can create. However, other factors such as the quality of texture mapping, sound capabilities and the ability to add more complex artificial intelligence all increase the realism and the excitement of the game.

How will the new console platforms compare to the PC

Doug: The principal difference between the consoles and a PC that you can buy today is the far greater 3-D capabilities of the consoles. This allows the richer game experiences that I spoke of to be created for console-based games. However, the capabilities of the PC continue to increase at the same incredible rate they have done for many years and, with a variety of "add-on" 3-D graphics cards soon to be available, the PC will catch up over the next couple of years. The console manufacturers will then likely come up with faster and better versions of their systems, and the leap-frogging will continue.

How will LucasArts distinguish itself on the new consoles?

Doug: We pride ourselves at being at the forefront of technological innovation in gaming, and I

Original Star Wars Title Among New Console Games from LucasArts

by Tom Sarris

LucasArts is preparing an exciting and eclectic mix of new games for the next generation of console platforms from Nintendo, Sony and Sega. Though some of our plans are still "top secret," we can give you a glimpse at one of these premiere titles – a compelling **Star Wars** action-adventure game called **Shadows of the Empire**™ created for Nintendo's Ultra 64.

Set in the time between **The Empire Strikes Back**® and **Return of the Jedi**,® **Shadows of the Empire** is a new story in the **Star Wars** saga. As the dramatic story opens, it's a time of crisis for the Rebellion. Han Solo, frozen in carbonite, is being taken to the vile gangster, Jabba the Hutt, by the notorious bounty hunter, Boba Fett. As Princess Leia launches a rescue mission and Darth

believe we have the most talented, knowledgeable and capable technical staff you could find anywhere. We'll squeeze every ounce of power out of those machines to create the best experience possible. Combine that with LucasArts' tradition of focusing on gameplay and story-telling, and I believe gamers will instinctively distinguish between our games and others out there.

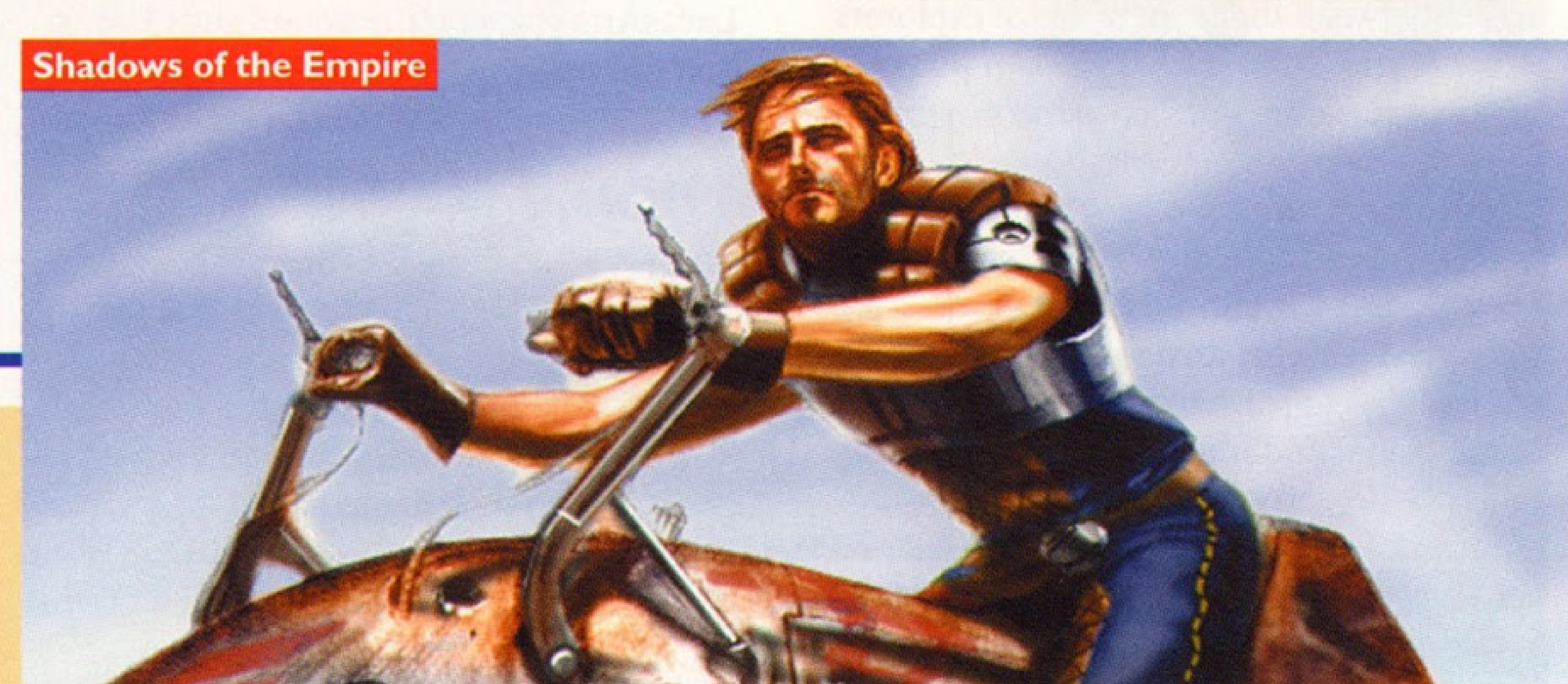
How will developing for the PC and the new consoles affect the development environment at LucasArts?

Doug: We've traditionally focused most of our development efforts on the PC, and it will remain a large area of concentration for us. In order to be able to work on all the game consoles as well, we'll be expanding our development staff and increasing our in-house expertise on each of the platforms.

These consoles have been dubbed the "next generation" platforms. What's the generation after this going to be like?

Doug: Every year computing power increases while the cost decreases. The "next" next generation platforms will likely be that much more powerful as the current next generation consoles are compared to their 16-bit predecessors. For game developers like us, that means the ability to create even more realistic imagery. At some point, maybe five to ten years off, we'll be able to create photo-realistic imagery in real-time. Combine that with processors powerful enough to handle very complex artificial intelligence, and we'll be able to create experiences that will be difficult to distinguish from reality. Also, multi-player and on-line gameplay is a very exciting development in the field, and we're beginning to focus on it. Picture what a game will be like with thousands of people all playing on-line at the same time. That will be a very interesting time in gaming! ESC





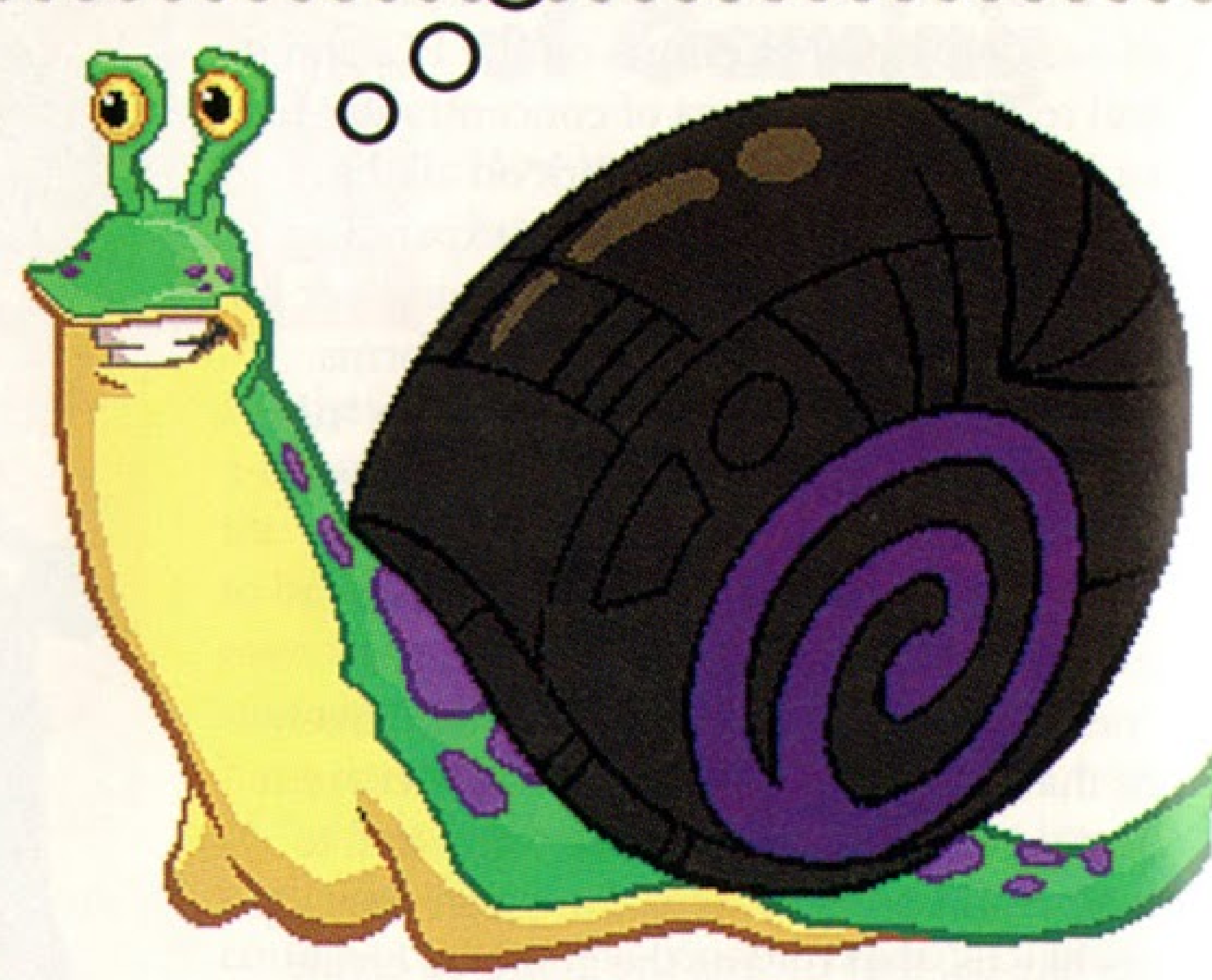
Shadows of the Empire

Above: A new Star Wars hero battles underworld criminals. Top: Vader's power also may be threatened.

Vader searches the galaxy for Luke Skywalker, a sinister new figure emerges from the underworld threatening to further upset the balance of power in the universe.

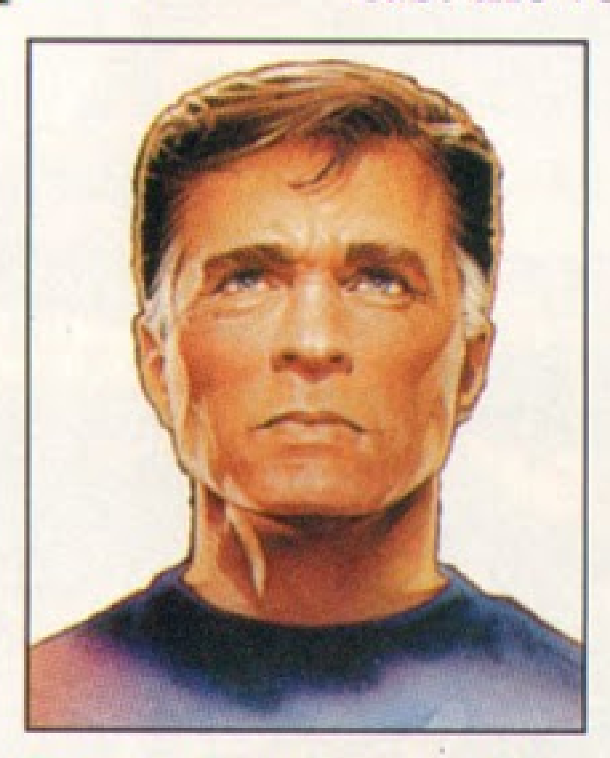
Shadows of the Empire will be one of the first titles available for the Ultra 64 and will take full advantage of the enhanced technology the console has to offer. The game is scheduled for release in the first half of 1996. LucasArts also plans to introduce original titles for the Sony PlayStation and Sega Saturn next year. ESC

ACTION STAR AND STAND-UP COMIC VOICE KEY CHARACTERS IN NEW LUCASARTS TITLES



THE right voice for a character can make a game more believable. After all, it would be pretty hard to take tough guy Ben (**Full Throttle**) seriously if when he opened his mouth Bernard's (**Day of the Tentacle**) voice came out. Casting the voice talent for **The Dig**, a dramatic and suspenseful science-fiction adventure, and **Mortimer and the Riddles of the Medallion**, a modern day fairy tale and LucasArts' first game especially for children, was particularly important.

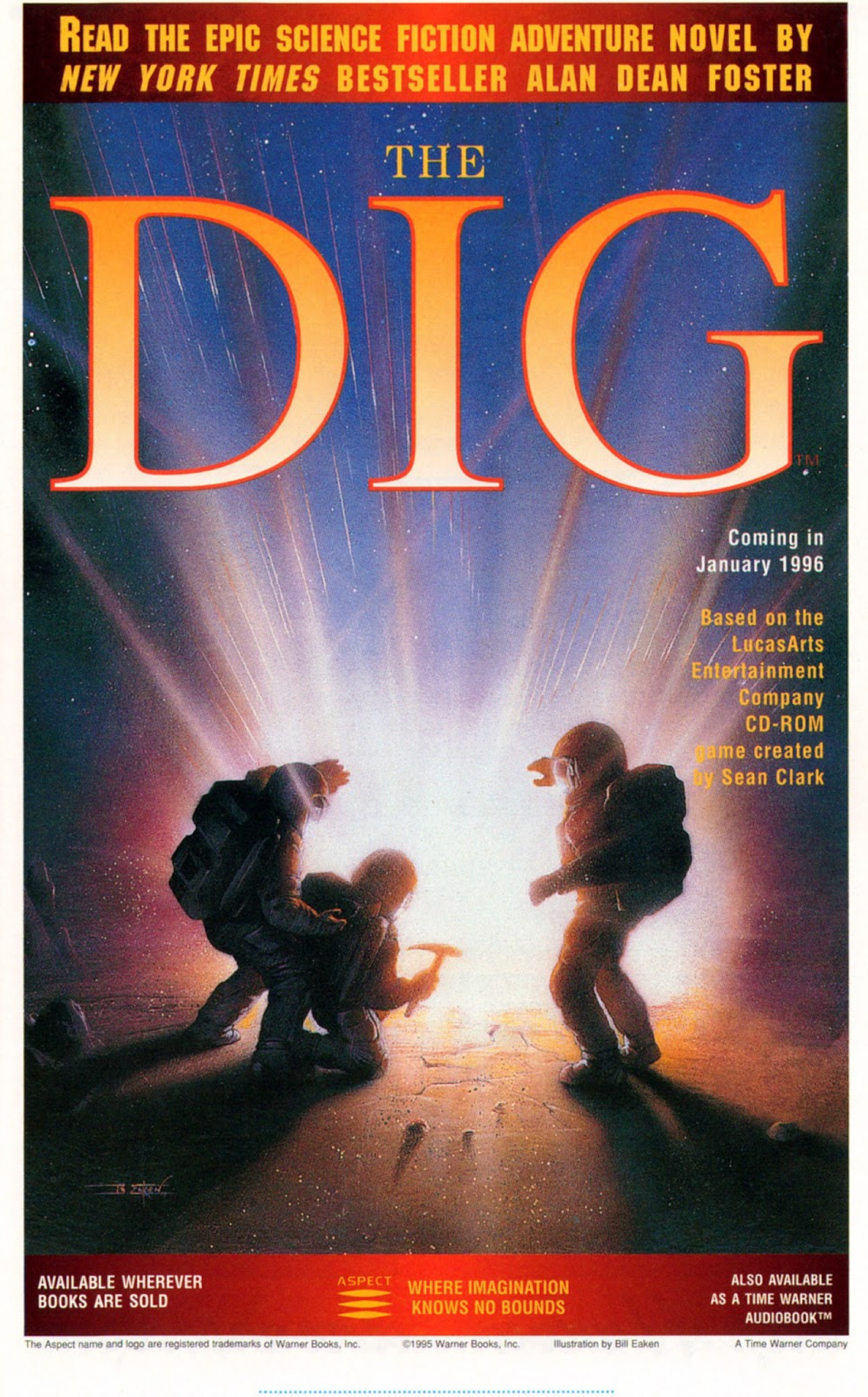
Though animated, **The Dig** had to convey compelling drama. The interaction between the team of space explorers who become stranded on an alien planet plays a key element in the game's storyline. Tension between the characters mounts as their situation becomes more dire, and team leader, Captain Boston Low, must deal with his anxious crew while trying to solve the mystery of the planet and find a way back to Earth. Boston's voice had to be at times commanding and at times compassionate; able to convey confidence, while harboring uncertainty. Filling that part is actor Robert Patrick, best known for his leading role as the "bad terminator" in **Terminator 2**. In **The Dig**, Patrick successfully translates the strong physical presence he had in the film to the voice of Boston Low. He infuses Boston with both strength and depth of character, qualities you would expect in a NASA veteran.



Boston Low is voiced by T2 star Robert Patrick.

Moving from the serious to the sublime, LucasArts voice producers recently had to cast the voice of Mortimer, a giant flying snail and star of **Mortimer and the Riddles of the Medallion**. Mortimer is a highly intelligent gastropod with a decked-out, hi-tech shell. He's a character children should admire, and with whom they'll have a wonderful adventure. Children, however, can be the harshest critics, so Mortimer's voice couldn't be too goofy or patronizing. Stand-up comedian Kevin Meany was tapped for the role. Kevin has an extensive repetoire of voices and is a whiz at impressions. He combines just the right mix of smarts, silliness and fantasy in the part of Mortimer.

Though a picture may be worth 1,000 words, the right voice wrapped around those words goes a long way in helping to suspend disbelief. ESC


READ THE EPIC SCIENCE FICTION ADVENTURE NOVEL BY
NEW YORK TIMES BESTSELLER ALAN DEAN FOSTER
THE
DIG™
Coming in
January 1996
Based on the
LucasArts
Entertainment
Company
CD-ROM
game created
by Sean Clark
AVAILABLE WHEREVER
BOOKS ARE SOLD
ASPECT
WHERE IMAGINATION
KNOWS NO BOUNDS
ALSO AVAILABLE
AS A TIME WARNER
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Illustration by Bill Eaken
A Time Warner Company



Wax your board and head out to surf – the net, that is. Search the ebbs and tides, the eddies and the sand bars, the shore and the depths of the LucasArts Web Site, and you can win a certificate good for $10 off the price of a LucasArts game from the Company Store. Here's what you need to do:

Search the LucasArts Web Site – located at http://www.lucasarts.com – for the easy-to-find answers to the following ten questions. E-mail us your answers, your name, address and phone number using the "Contest Mailbox" in The Adventurer area of our Web Site.

If you send us the correct answers and contact information by the contest deadline – **December 31, 1995** – we'll send you a certificate good for $10 off the direct purchase of one of the LucasArts games listed below. Just include the certificate with your order form when you place your direct order through the Company Store before **April 30, 1996**.

When you e-mail us, your response should look like this:

The answers

1. Rebel Assault II
2. etc...

Your contact information

Iwin A. Game
123 Lucas Street
Lotsafun, CA 12345
(123)456-7890

Use your $10 off certificate on any one the these games:

- ✔ The Dig
- ✔ Dark Forces
- ✔ Full Throttle
- ✔ Rebel Assault II
- ✔ TIE Fighter Collector's CD-ROM
- ✔ X-Wing Collector's CD-ROM

http://www.lucasarts.com

Here are the questions

All the answers can be found somewhere on our Web Site

1 What is the game title? Project Leader Vince Lee says, "It's really an honor to be making this game, and it really better be good!" He's commenting on the fact that this LucasArts release marks the first time George Lucas has let anyone else film a live-action **Star Wars** fantasy. It's the sequel to one of the best-selling CD-ROM games of all time. Name the game.

2 How much? Not leaving room for cream, how much morning coffee can a LucasArts coffee mug hold?

3 What is the event called? At what traditional LucasArts event, where project leaders receive valuable feedback on games in development, might tomato sauce or cheese drop onto a computer keyboard?

4 What section? From what section of the LucasArts Web Site can you link to the THX Home Page?

5 What time of day is it? It's always the right time to play a LucasArts game. But check the hands on the LucasArts watch to know the time of day.

6 What night club? Heavy metal music shook the walls during this biker-flavored bash. It was a press event and company wrap party held in April of 1995 as LucasArts revved up for the launch of its action-packed biker adventure **Full Throttle**. At what atmospheric San Francisco nightspot was this shin-dig held?

7 How many? How many **Rebel Assault II** screen shots are featured on the LucasArts Web Site?

8 What two movies? "It's been an incredible experience to take an idea from Steven [Spielberg] and then craft a game of this magnitude around it," says Sean Clark, project leader of **The Dig**, LucasArts' epic science-fiction adventure game. The title is based on Spielberg's vision of a game that would convey the "alien feel" of one movie and the "fallible humanity" another?

9 What is the country? LucasArts' upcoming release, **Indiana Jones® and His Desktop Adventures™**, has a game-generating engine that offers endless adventures on your computer's desktop. Where are these millions of mini-adventures set?

10 Who is she? "I think that it's possible to develop games that are not only fun to play, but teach something at the same time," says this mother/programmer who currently is working on **Mortimer and the Riddles of the Medallion**, LucasArts' first game for kids.

Important Rules and Legal Stuff:

- All answers must be received by LucasArts by December 31, 1995.
- Discount certificate expire automatically if not used on or before April 30, 1996.
- Only one entry per person. Multiple entries will be disqualified.
- Entries may be submitted only by e-mail at the address indicated. All other entries will be disqualified.
- Discount certificates are not transferable.
- Discount certificates may be used only on the mail order purchase of an eligible game directly from the Company Store, and will apply against the prices listed in Adventurer #11.
- Discount certificates may not be combined with other discounts or special offers.
- LucasArts, its related companies and employees will not be responsible for lost or mutilated mail, or for miscommunications of any kind.
- This offer void where prohibited by law.

http://www.lucasarts.com

¿LucasWho?



DARRAGH O'FARRELL

Voice Producer/Director

When did you start at LucasArts, and what was the first project you worked on?

▶ I started in June of 1995 and immediately began casting voices for **The Dig**.

Tell us a little bit about what you're working on?

▶ I just finished a month long stint in Los Angeles directing voice-over artists for **The Dig**.

It was tremendous getting an opportunity to work with Robert Patrick, who you may remember as the menacing and unstoppable policeman in the film **Terminator 2**. Robert supplies the voice for **The Dig**'s main character, Commander Boston Low.

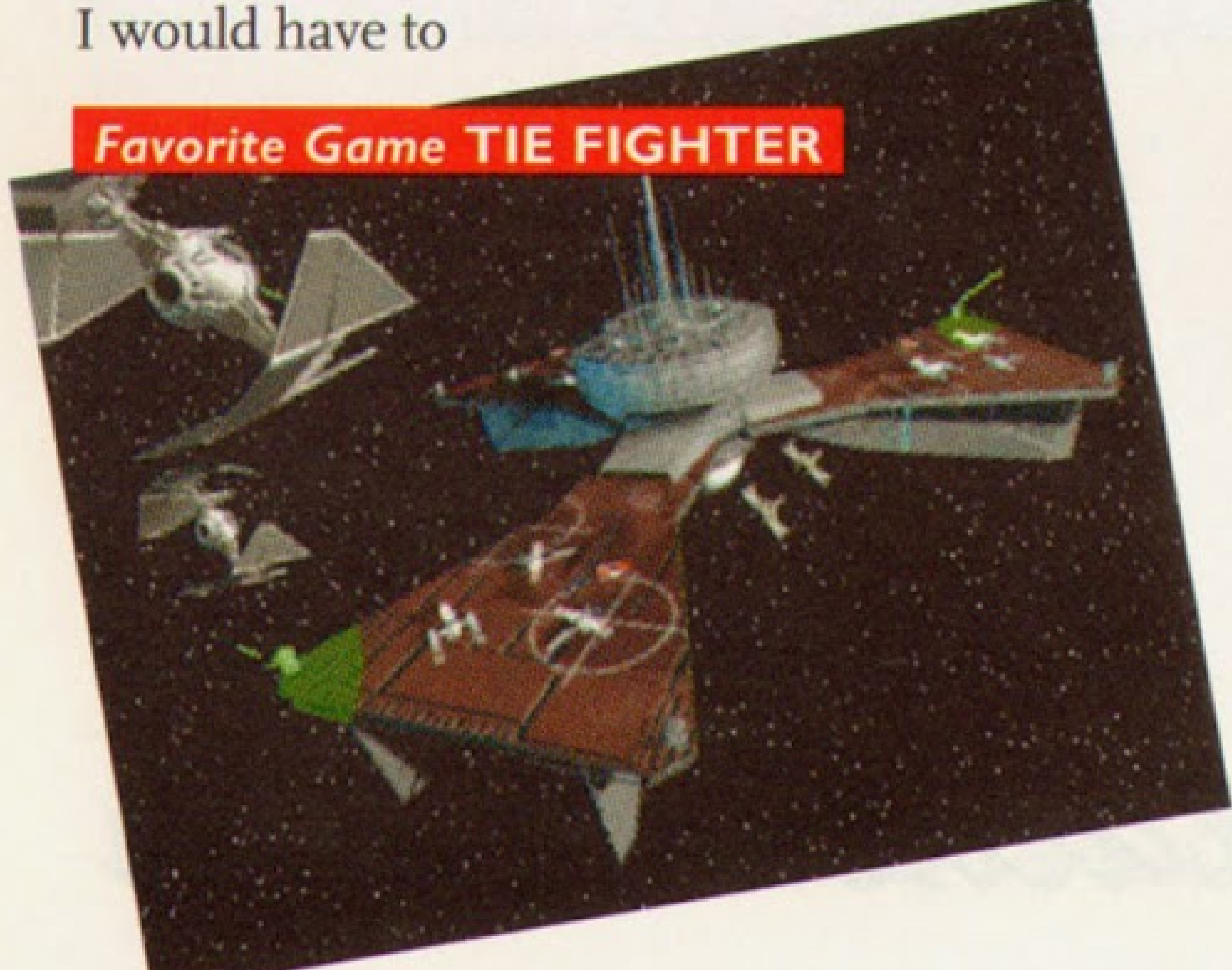
Once the voices for all the characters have been integrated onto a beta version of the game, I'll play it all the way through to determine which "takes" will work for each particular scene.

If you could transport yourself into a LucasArts game, which one would it be and why?

▶ I would have to say **Full Throttle**. I'm thinking about buying a motorcycle, and I have my eye on something like Ben's Corley!

What is your favorite LucasArts game and why?

▶ It's hard to pick just one, so I would have to say that **TIE Fighter** and **Full Throttle** are my favorites. I love **TIE Fighter** because of the fast-paced action. There's nothing like getting a Rebel in your sights! I enjoy **Full Throttle** a lot because it's an all-around great adventure.



Favorite Game **TIE FIGHTER**

How did you end up at LucasArts?

▶ I was working for an animation company in Los Angeles and heard that there was an opening at LucasArts. Of course, an opportunity to work for LucasArts was very exciting and intriguing. And it gave me an excuse to finally escape Los Angeles!

If you could do something in a field unrelated to gaming, what would it be?

▶ I would love to have pursued a career as a professional road cyclist. Having grown up in Ireland, I was introduced to the sport early in life. Cycling is as popular in Europe as basketball is in America.

What do you do when you're not at work?

▶ I go to a lot of movies and play soccer. Mostly, I enjoy relaxing at home and going for late night walks. Because I'm new to Northern California, I like to do a lot of exploring around the Bay Area on weekends.

What is your favorite vacation spot?

▶ I love the south of France for a bike ride because it's warm, it's beautiful and the drivers don't try to run you off the road. For a little rest and relaxation, I like to go to the small towns in the Irish countryside. They remain beautiful and unspoiled. My favorite is a place called Kinsale in the south of Ireland. The weather is good and the Guinness even better!

Who are your heroes and why?

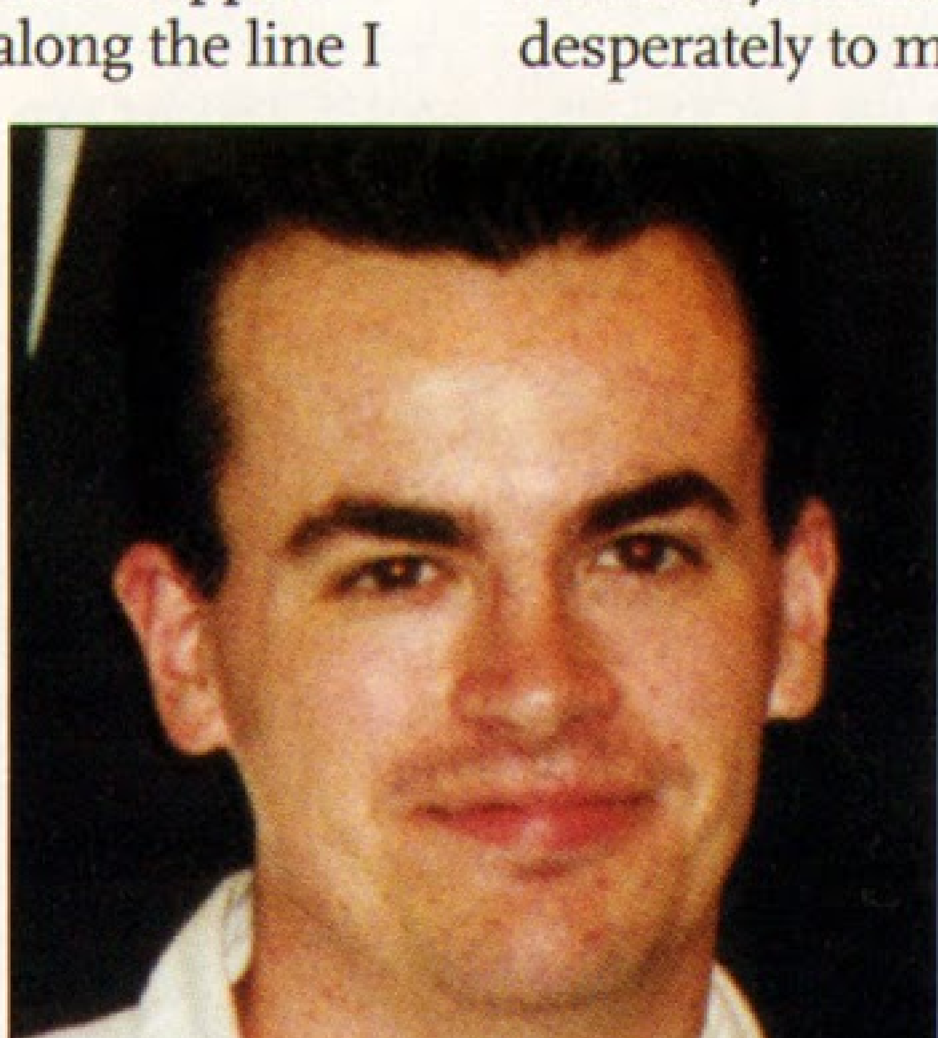
▶ Sean Kelley, Stephen Roche and Sergio Leone. Kelly and Roche are professional cyclists who I like because of their professionalism, ambition and dedication to being the best. Leone, because as a director, he is exciting and original. ESC

When did you start at LucasArts, and what was the first project you worked on?

▶ I started at LucasArts in January 1993 as a Tech Rep working in Product Support. Shortly thereafter, I created the LucasArts BBS, a 16-line service for customers to call to receive on-line technical support and download current patches for games.

Tell us a little bit about what you're working on now?

▶ Currently I'm the Product Support Supervisor, but somewhere along the line I helped create the LucasArts Web Site, which I currently maintain. The Web Site has allowed us to provide information through a new media to a much larger audience. Check it out at http://www.lucasarts.com. Make sure to leave me a note and tell us what you think!



JASON DEADRICH

Product Support Supervisor

Tell us your best LucasArts "War Story."

▶ The night before the LucasArts Web Site was to go live, I was making a few last minute changes to the opening graphic we were going to use. It was getting late, and I was starting to fade. A few wrong mouse clicks later and BOOM! I had deleted the entire image directory from my computer. This was not good, considering the directory contained all of the images that were to be used on the Web Site. Luckily, I was able to find a back-up of the directory and restore the images just a few short hours before the site went live.

If you could transport yourself into a LucasArts game, which one would it be and why?

▶ It would have to be **Dark Forces**. I really think Kyle could have used a sidekick like me. It would have given the game a more "Dukes of Hazzard" kind of feel. We could have fought the bad guys together, saved the universe and, in the end, hung out at the cantina sharing stories with Uncle Jesse. Or something like that....

What is your favorite LucasArts game and why?

Full Throttle is definitely my favorite game. Anytime you put big motorcycles, leather jackets, loud music, cool graphics, Tim Schafer's writing and Mark Hamill together, you know it has to be a good game.

Why did you choose a career in gaming?

▶ When I was in sixth grade, my mother signed me up in a computer class. I soon found myself in a room full of others trying desperately to make the Apple IIe on their desk draw a house out of pixels. To their surprise, and mine, I was able to make the house appear. A TRS-80 Color Computer, Atari 800, TI/99 and tons of video game hours later, I felt that the computer world would be a good place for me.

If you hadn't chosen a career in gaming, what would you be doing?

▶ Probably sitting around somewhere doing something else wondering why I didn't choose a career in gaming.

What is your favorite vacation spot?

▶ I don't spend a whole lot of time away from home, but when I do, I like to head back to Park City, Utah, to see my folks and attempt to ski without embarrassing myself.

Who are your heroes and why?

▶ Hulk Hogan seems like a guy to look up to, but so does John Travolta. I guess I'll go with the safe answer and say my mother is my hero. If I remember correctly, I was a wild kid and she deserves a lot of credit for not taking me out and leaving me in the woods.

ESC



Favorite Game FULL THROTTLE

TECHIE BENCH

Games are made to be played, but sometimes error messages or lockups spoil the fun. Don't despair! Basic troubleshooting measures can solve most technical difficulties with LucasArts products. Techie Bench provides you with a list of such procedures, broken down according to game platform, that we hope will quickly and easily resolve any concerns you may have. If you need further assistance, please contact the LucasArts Product Support Department by fax, letter or an online service (see **Where to Find Us** on page 3).

General Troubleshooting For All IBM PC Game Titles

▶ **Are you experiencing lockups or memory-related error messages?** First, create and use a boot disk for your computer's A: drive. With most games, this utility can be accessed from the installation screen. Consult the game's documentation for detailed instructions.

▶ **Is the game locking up, even after using a boot disk?** Run the game without sound to test for a conflict with your sound card's settings. To do this, select "None" as your sound card from the game's Setup menu. Next, run the game. If the game runs fine, there may be a conflict with your sound card's IRQ setting. Consult your sound card documentation or contact your sound card's manufacturer directly for instructions on how to try an alternate IRQ setting.

▶ **Are you experiencing sound problems?** Make sure that all of your sound card's drivers are present in your boot disk's autoexec.bat and config.sys files. Also verify that the drivers are loading correctly when you start your computer from the boot disk.

▶ **Cannot access your CD-ROM drive?** After you make sure that the CD-ROM disk is in the drive, check to see if all of your sound card's drivers are present in your boot disk's autoexec.bat and config.sys files. Next, verify that the drivers are loading correctly when you start your computer from the boot disk.

Windows 95 Suggestions

▶ **Can you run our games with Windows 95 on your system?** If you have Windows 95 on your system, we recommend that you run our games in MS-DOS mode. The easiest way to get into MS-DOS mode is to click on the "Start" button on the Windows 95 Task Bar. From the menu that appears, choose Shut Down. This will bring up a dialog box. Here, select "Restart the computer in MS-DOS mode?" and click on the YES button. Now attempt to run the game.

Full Throttle PC Version

▶ **Is gameplay choppy or is speech out of sync with the game's animation?** Try the following: **1)** ensure that your CD-ROM drive meets or exceeds MPC Level 2 performance specifications (if you're uncertain, consult your CD-ROM documentation or contact the manufacturer directly), **2)** unplug any peripheral that may be plugged into your sound cards joystick port or dedicated game card, and **3)** disable the game's Spooled Music option (hit F5 while in the game to access this setting).

General Troubleshooting For All Macintosh and Power PC Game Titles

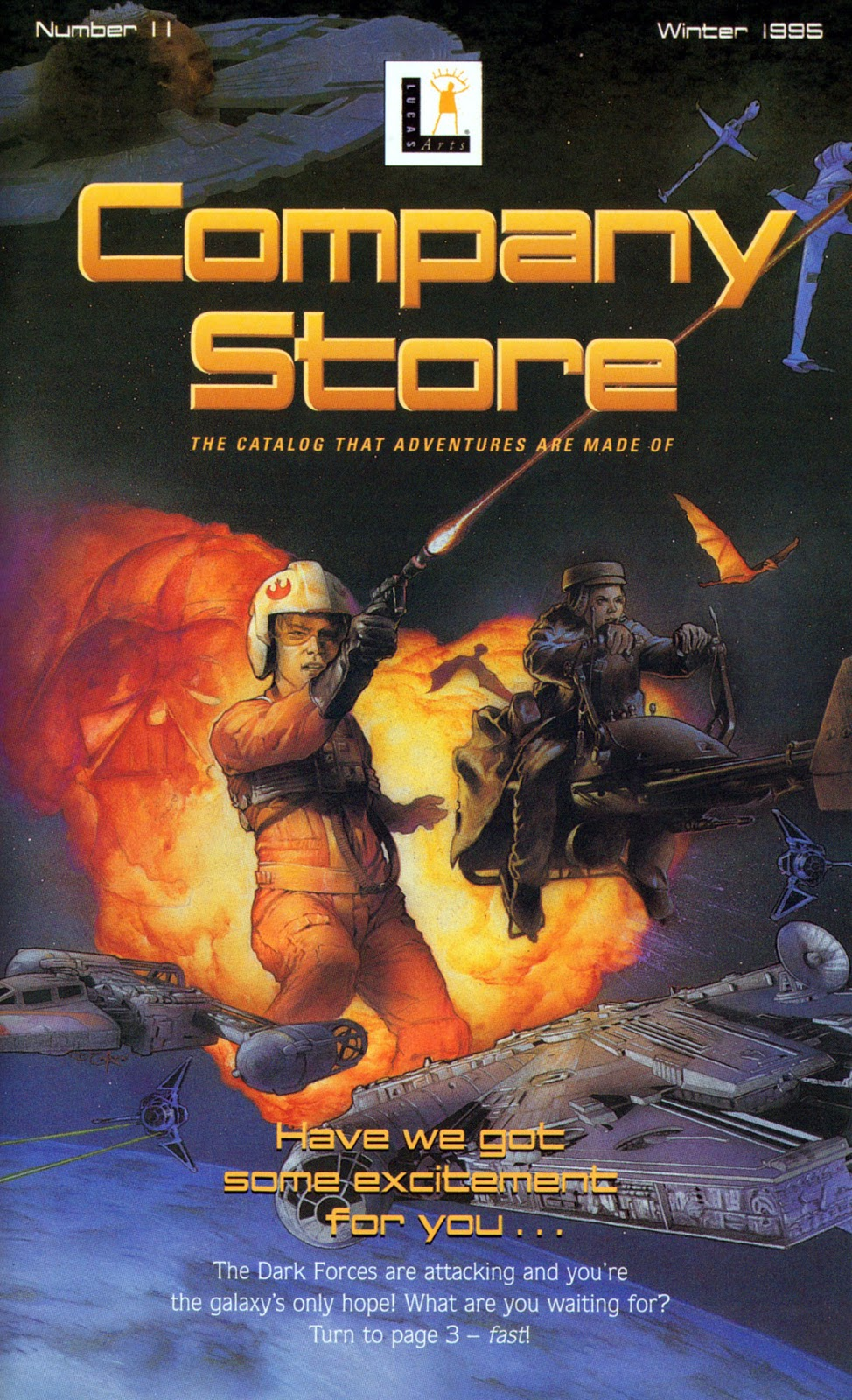
▶ **Is the game locking up your computer?** Before running the game, disable all unnecessary extensions using the Extensions Manager program included with System 7.5.

▶ **Are you using a Macintosh quad-speed CD-ROM drive and experiencing lockups?** If you are using Macintosh's quad-speed 600I or 600E CD-ROM drive, make sure you are using the latest CD-ROM driver. As of press time, the latest driver was 5.1.1. Call 1-800-SOS-APPL for more information.

▶ **Are you having difficulties running the game with RAM Doubler or virtual memory enabled?** For best results, disable all virtual memory settings and programs when running LucasArts games.

Dark Forces Mac Version

▶ **Does the game lockup while loading missions?** The Dark Forces patch disk (version 1.1.1) will allow you to play the game successfully. Before using it, however, delete your Dark Forces pilot file from the Preference Folder (located in the System Folder). This patch can be downloaded from an on-line service or can be sent to you by mail. ESC


Number 11
Winter 1995
LUCAS Arts
Company Store
THE CATALOG THAT ADVENTURES ARE MADE OF
Have we got some excitement for you . . .
The Dark Forces are attacking and you're the galaxy's only hope! What are you waiting for? Turn to page 3 – *fast*!

What's new?

We are. Sure, LucasArts *Company Store* is still presenting favorite collectibles and action-packed computer games – but we've also searched to the ends of the universe to bring you all-new finds: two new thrilling computer adventures, brand-new Kenner *Star Wars* figures, as well as incredibly collectible film frames and lithographs that aren't to be missed. What's more, we've rededicated ourselves to providing improved ordering and shipping services that put you, our customer, first. Combine these gifts and services with our new, fast and efficient toll-free number (1-800-98-LUCAS), new order center and brand-new team of LucasArts *Company Store* Representatives and you've got a catalog that's, well – out of this world. *May the Force be with you…*

Ordering is easy.

Just call us at 1-800-98-LUCAS, fax us at 1-818-587-6629 or mail in our easy-to-fill-out order form. We'll get your order out to you in lightspeed – or a close second to it. See the order form for fast and convenient shipping options.

This gift's on us!

Could your computer use a little adventure? We thought so. That's why our *Indiana Jones® and the Fate of Atlantis™* game – **a $14.95 value** – is your gift with any $50 purchase. Please specify Macintosh or IBM, CD or floppy, when ordering. Hurry, offer valid on orders placed before December 31, 1995 only!

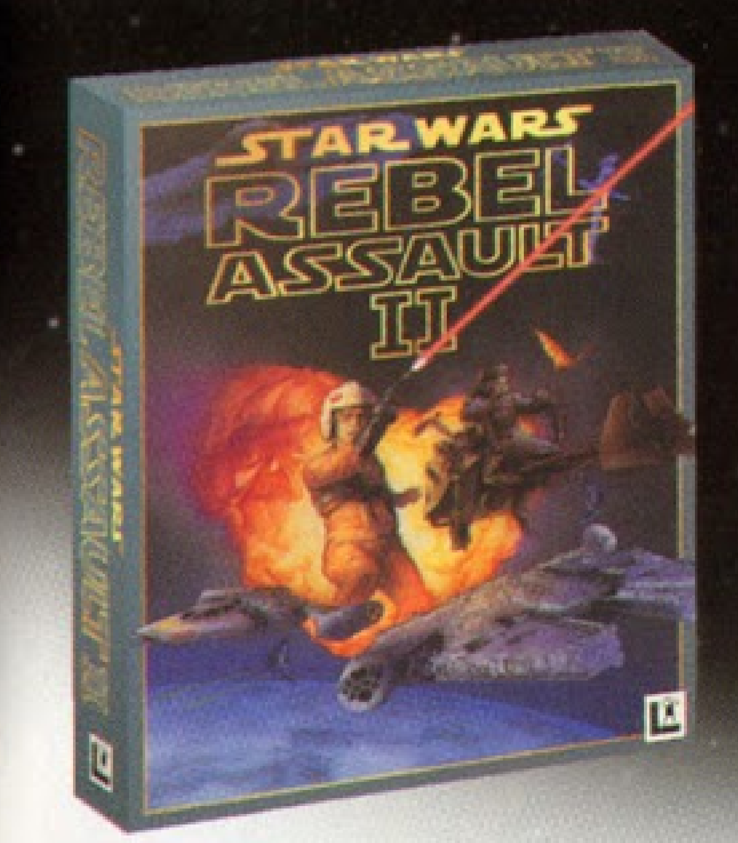
TAP INTO THE FORCE.

LucasArts Company Store is dedicated to bringing you hours of entertainment with our incredible games, gifts, collectibles and more. And everything you order from the Company Store is completely guaranteed. If you're not satisfied – for any reason – simply return your order within 30 days for a prompt exchange or refund. (See the order form for complete details.)

Compatibility? The Company Store's got what you're looking for.

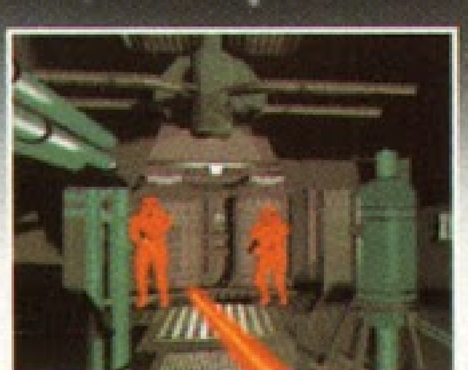
	MAC (floppy)	MAC (CD)	IBM (floppy)	IBM (CD)
Air Combat Classics			■	
Classic Adventures			■	
Dark Forces		■		■
Day of the Tentacle		■ New	■	■
Full Throttle		■ New		■
Indiana Jones and His Desktop Adventure			Coming for Windows	
Indiana Jones and the Fate of Atlantis	■	■	■	■
LucasArts Archives				■
Monkey Island 2	■		■	
Rebel Assault		■		■
Rebel Assault II		Coming		■ New
Sam & Max Hit the Road		■ New	■	■
Star Wars Screen Entertainment	■		■ Windows	
The Dig		Coming		■ New
TIE Fighter Collector's CD-ROM				■ New
X-Wing Collector's CD-ROM		■ New		■



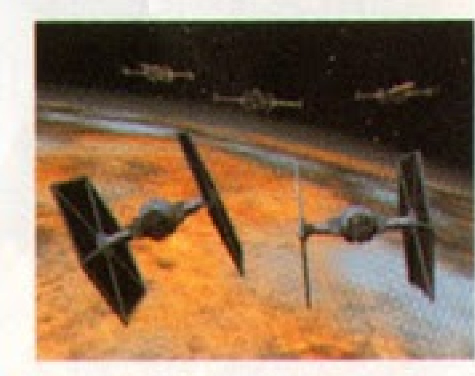


new

The sequel to Rebel Assault™ has landed at last!







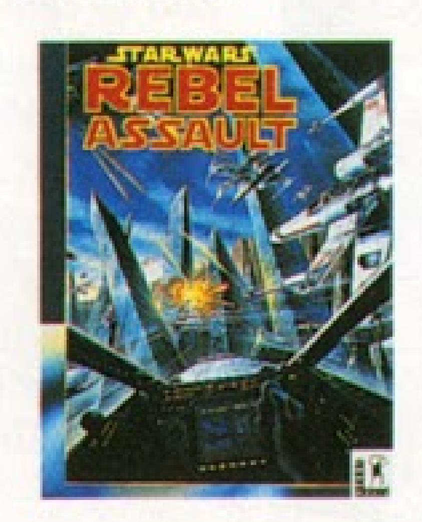
The Empire has developed a new secret weapon. Once deployed, it could eliminate the Rebel Alliance – unless *you* can save the day! Live-action video, state-of-the-art graphics and customizable game levels combine with edge-of-the-seat action to deliver the most amazing computer fun you've ever encountered.

01-046 Rebel Assault II™ - IBM PC CD-ROM **$44.95**
01-047 Rebel Assault II - MAC CD-ROM **$44.95** *(Coming January, 1996)*
18-003 Rebel Assault II - Tip-Filled Insider's Guide **$19.95**

You still have a chance to own the original Rebel Assault.

Don't miss out on the original adventure – the best-selling LucasArts game of all time!

01-013 Rebel Assault - IBM PC CD-ROM **$29.95**
01-026 Rebel Assault - MAC CD-ROM **$29.95**
24-002 Rebel Assault - Tip-Filled Insider's Guide **$19.95**



new

Defending the universe on bad hair days.

The Rebel Assault II cotton twill baseball cap comes in navy/green with an adjustable plastic back-band. One size fits most.

23-002 Rebel Assault II Baseball Cap **$15.95**



It's a Lucasfilm Fact

During the Cloud City evacuation scene in* The Empire Strikes Back*, one actor can be seen running around with what looks to be an ice-cream maker.



Welcome to the dark side of the Force

new

Don't miss out on these limited-edition statuettes.

Depicting the final confrontation from *The Empire Strikes Back*, these dual, hand-painted resin statues feature an illuminated base that casts a striking glow on the unique pewter-like finish. A must for the serious collector, each is individually numbered and includes a certificate of authenticity. Order today – each piece is limited to only 5,000.

03-003 Luke Skywalker Illuminated Statuette (5"H) **$49.95**
03-002 Darth Vader Illuminated Statuette (8"H) **$49.95**



All-New CD-ROM Version!

You've never experienced TIE Fighter™ like this…

Amazing high-resolution graphics ignite 22 all-new missions on the CD-ROM everyone is talking about. Become a recruit of the Imperial Navy under the command of Darth Vader. Owners of TIE Fighter on floppy disk will want to order the all-new CD-ROM version, which includes Defender of the Empire, at an upgrade price of $29.95. (See order form to find out how to qualify for special pricing).

01-017 TIE Fighter Collector's CD-ROM - IBM PC **$44.95**
01-017U TIE Fighter Collector's CD-ROM Upgrade **$29.95**
24-003 TIE Fighter Collector's CD-ROM - Tip-Filled Strategy Guide **$19.95**

Still available:
01-016 TIE Fighter - IBM 3.5" DISK **$29.95**
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or buy both for **$39.95**
*Requires TIE Fighter



Proclaim your alliance to the dark side.

The TIE Fighter cotton twill baseball cap is the kind of headgear that makes Darth Vader proud. Adjustable back-band; one size fits most.

14-002 TIE Fighter Baseball Cap **$16.95**



Amazingly detailed TIE fighter Statuette.

Cast in pure pewter, this miniature replica details the amazing structure of the Imperial Navy's TIE fighter. Mounted on decorative hardwood. Perfect for home or office. 6"L x 4½"W x 2½"H.

11-001 Pewter TIE fighter Statuette **$139.95**

STAR WARS DARK FORCES

Thanks to Dark Forces™, the fate of the universe is in your hands.

The first game to incorporate exclusive *Jedi* 3D Technology is a *Star Wars* adventure that has you infiltrating the evil Empire in hopes of aiding the Rebel Alliance's covert operations division. It's you and your blaster against the entire Empire. Good luck – you'll need it.

01-020 Dark Forces - IBM PC CD-ROM **$44.95**
01-021 Dark Forces - MAC CD-ROM **$44.95**



May The Force – and The Hint Book – be with you.

Don't leave the planet without it: The Dark Forces Strategy Guide is your direct link to saving the universe.

18-001 Dark Forces Strategy Guide **$19.95**

new

Next time you get dressed, apply a little Force.

Our two-sided, all-cotton, silk-screened tee is machine washable. Specify M, L or XL.

23-005 Dark Forces Tee **$12.95**

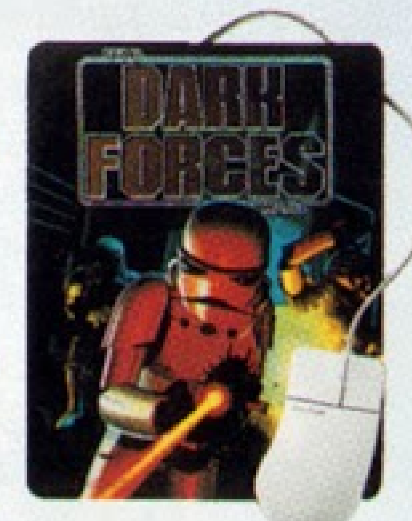


Exclusive:

A scary place for your mouse.

Keep your wrist inspired with our exclusive mousepad – available at this special price only through LucasArts *Company Store* and only with your purchase of the Dark Forces game or tee! Sorry, cannot be ordered separately.

91-801 Dark Forces Mouse Pad **$6.00**



new

The authentic TIE fighter Vehicle from Kenner.

Official detailing includes "blast-off" solar-powered wings for fun of universal proportions. Holds one Kenner figure, not included (see pages 16 and 17). 9"H x 10¾"W x 7"L.

02-012 TIE fighter Vehicle **$22.95**

It's a Lucasfilm Fact

It took three different actors to portray Darth Vader: David Prowse (body), James Earl Jones (voice) and Sebastian Shaw (face).

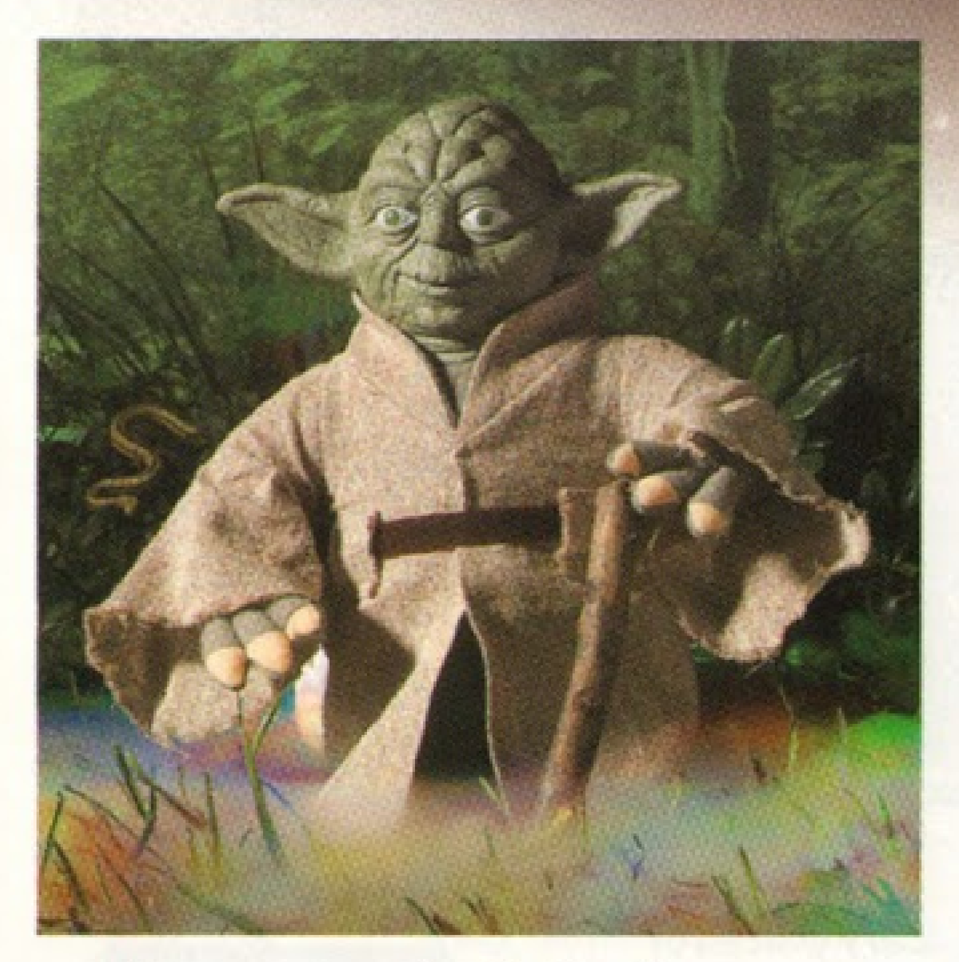
You've got the look…

The look of Darth Vader, that is. Our popular, heavy-gauge plastic, two-piece mask creates an effect that won't soon be forgotten. For ages 8 and up.

90-501 Darth Vader Mask **$59.95**



Step into the Light with the Rebel Alliance . . .



Now you can give Yoda a hug.
Kids – and collectors – will want to get their hands on our plush, hugable, lovable Yoda with removable cloak. (Walking stick not included.) 15"H.

90-701 Plush Yoda Doll **$18.95**



new
The electronic X-wing Fighter from Kenner.
Thrilling "laser" and "engine" sounds are emitted from this highly detailed replica of Luke Skywalker's X-wing. Quick-lift canopy raises to hold one Kenner figure, not included (see pages 16 and 17). 12"W x 14"L.

02-014 Electronic X-wing Fighter **34.95**

It's a Lucasfilm Fact

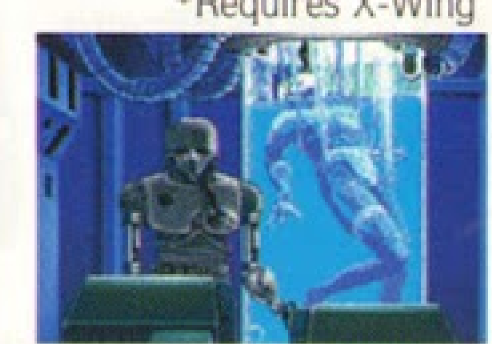
In Star Wars, a small pair of metal dice can be seen hanging in the Millennium Falcon's cockpit as Chewbacca prepares to depart from Mos Eisley. The dice do not appear in subsequent scenes.

Prepare your X-wing to do battle with Darth Vader.
The Rebel Alliance is counting on you to match your wits against the evil Empire's top pilots. X-Wing Collector's CD-ROM includes all of the eye-popping graphics and the ear-inspiring sounds of Imperial Pursuit, B-Wing and six other fast-paced missions.

01-024 X-Wing Collector's CD-ROM - IBM PC **$29.95**
01-025 **New!** X-Wing Collector's CD-ROM - MAC **$44.95**
24-001 X-Wing Strategy Guide **$19.95**

Still available:
01-007 X-Wing - IBM PC 3.5" DISK **$24.95**
***01-030** B-Wing - IBM PC 3.5" DISK **$19.95**
***01-029** Imperial Pursuit - IBM PC 3.5" DISK **$19.95**
or buy all three for **$39.95**
*Requires X-Wing

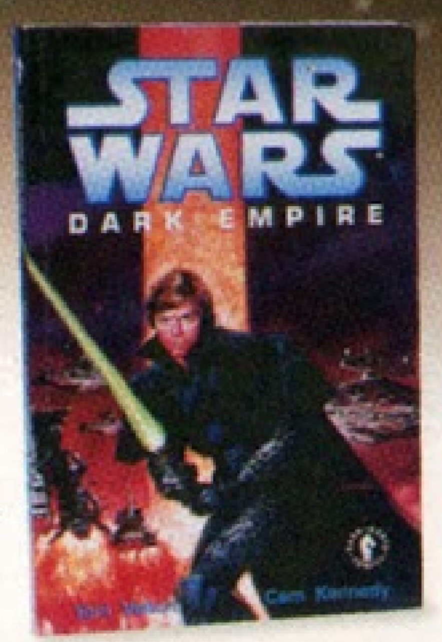






Still available: Dark Empire Comic Books.
Hurry! Collectors still have time to own all six issues of the spectacularly illustrated Dark Empire Comic Books from 1991 for one incredibly low price.

90-001 Dark Empire Comic Book Collection **$16.95**



Limited-Edition Pewter Statuettes.
The intriguingly detailed *Millennium Falcon* and X-wing Fighter are both mounted on a distinguished hardwood base. X-wing features 25K gold-plated laser cannons. Order quickly – each is limited to only 15,000 pieces.

11-002 Pewter *Millennium Falcon* Statuette (5¼"Dia.) **$119.95**
11-003 Pewter X-wing Fighter Statuette (4½"L) **$99.95**



new
Animated Bank has a lot on its mind.
Just deposit some spare change, and C-3PO will move and speak while R2-D2 pushes your money into the bank. Makes a terrific gift. 9"H x 7"W.

90-801 R2-D2/C-3PO "Talking" Bank **$19.95**

Construct the Millennium Falcon from the ground up.
Star Wars and model enthusiasts alike won't want to miss adding this authentically detailed model to their collections. Finished piece measures 10"Dia.

10-004 *Millennium Falcon* Model Kit **$19.95**

INDIANA JONES®

A man by any other name . . .



Dressed for action.
Our double-sided, silk-screened tee is what the well-dressed adventurer will be wearing this season. 100% cotton; machine washable. US made. Choose M, L or XL.

91-601 Indiana Jones Tee **$15.95**

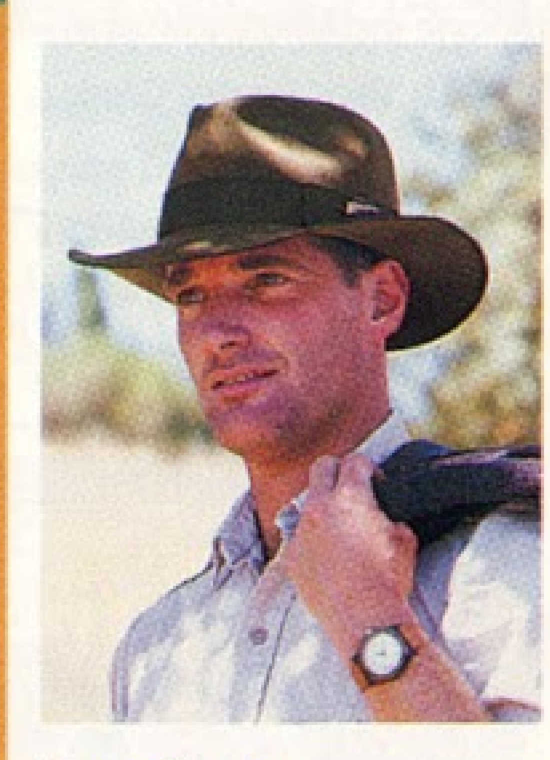


Indiana Jones® has become *the* symbol of adventure. And anyone who saw *Indiana Jones and the Last Crusade* knows that Indiana earned his nickname from the family dog, developed his fear of snakes during a perilous chase while on board a zoo train and was given his trademark fedora by an adventuresome collector he originally tried to thwart – and then began to emulate.

Get set for jeopardy with the one and only Indiana Jones.
If you've got the skills to solve the mysteries and survive the peril, we've got the games. Indiana Jones and His Desktop Adventures™ features over 1 billion gaming combinations – each of which can be played in under an hour. Indiana Jones and the Fate of Atlantis™ offers intriguing action that will leave you spellbound – assuming you solve the mystery. Don't miss out on the action!

01-048 Desktop Adventures - IBM Windows **$19.95** *(Coming January, 1996)*
01-051 Fate of Atlantis - IBM 3.5" DISK **$14.95**
01-010 Fate of Atlantis - IBM PC CD-ROM **$14.95**
01-027 Fate of Atlantis - MAC CD-ROM **$14.95**
01-005 Fate of Atlantis - MAC 3.5" DISK **$14.95**
01-034 Fate of Atlantis Hint Book **$9.95**

Still available:
01-001 Indy Crusade - MAC 3.5" DISK **$14.95**



Top off your adventures . . .
With the authentic Indiana Jones fedora. Constructed of durable fur felt. Sure to be a compliment-grabber when it tops your crown. Specify S (6¾"-6⅞"), M (7"-7⅛"), L (7¼"-7⅜"), XL (7½"-7⅝")

91-901 Adult Indiana Jones Fedora **$59.95**





Show the universe your true colors.
Everyone's going to want to display these vibrantly colored nylon banners. At an eye-catching 24" x 48", they're big enough to get noticed anywhere – parties, dorm rooms, bedrooms, outdoors – you name it. Includes convenient plastic hanging rod.

25-001 Darth Vader Banner **$18.95**
25-002 X-wing Banner **$18.95**
25-003 **Save!** Banner Set **$32.95**

Join the LucasArts team.
Our 100% cotton tee is sure to turn heads in every galaxy. US made. Choose M, L or XL. Complement the tee with our 15-oz. ceramic mug and the must-have canvas baseball cap with adjustable back-strap.

23-001 LucasArts Logo Tee **$14.95**
17-001 LucasArts Logo Mug **$15.95**
14-001 LucasArts Logo Baseball Cap **$15.95**



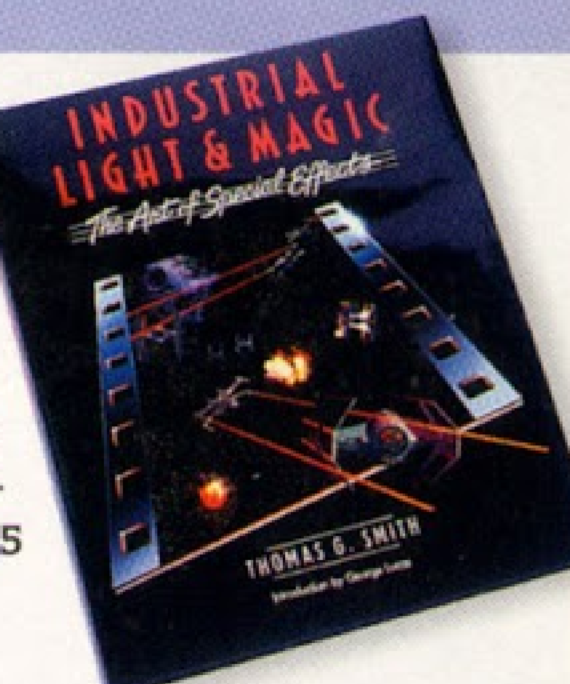


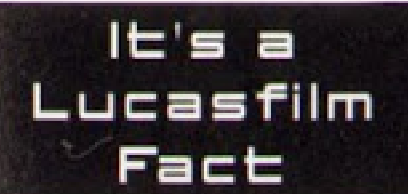
Perfect timing.
The exclusive LucasArts logo separates this sporty watch from the rest. Quartz movement; black leather band.

17-002 LucasArts Logo Watch **$34.95**

The book no film buff will want to be without.
The superbly illustrated master volume features hundreds of photographs, paintings and film enlargements – along with detailed illustrations. 14" x 10". Color and black and white; 278 pages.

07-001 *Industrial Light & Magic* Book **$79.95**





In the opening scene of Raiders of the Lost Ark, Indy escapes with the golden idol in a sea plane with the registration numbers OB-3PO. This of course refers to Obi-wan and C-3PO from Star Wars.

Celebrate the master works of George Lucas.
This collector's book is full of fascinating facts, intriguing information and remarkable pictures chronicling the now-classic films. 11½" x 9". Color and black and white; 208 pages.

15-001 *From Star Wars to Indiana Jones* Book **$22.95**

MEET BEN, ONE TOUGH BIKER WHO'S A MAGNET FOR TROUBLE.



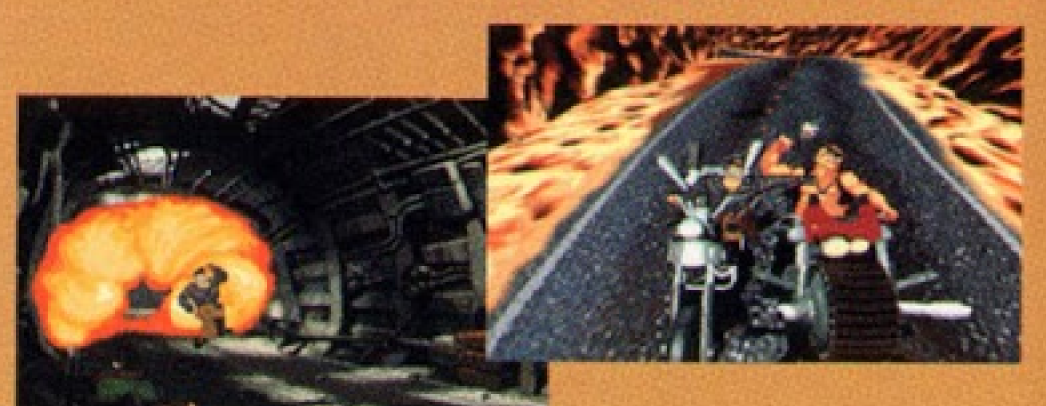


Take a ride to the edge of sanity.
The intense CD-ROM action of Full Throttle's gonna take you, shake you and maybe even break you – unless you're savvy enough to become Ben, a new breed of hero who just might be able to overcome the brutal predicaments. Did we mention that you're framed for murder and that the odds are stacked against you? Dare you tread into Full Throttle territory? We thought so.

01-022 Full Throttle - IBM PC CD-ROM **$44.95**
01-023 New! Full Throttle - MAC CD-ROM **$44.95**

It's a Lucasfilm Fact

Two of the films of George Lucas feature the dialogue "Full Throttle." This dialogue was spoken by Mark Hamill's character in Star Wars *and Tim Robbins's character in* Howard the Duck.







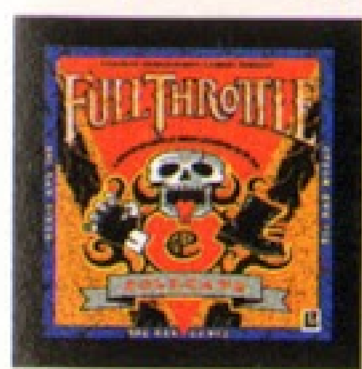
new
Listen up – and party hard to the music of Full Throttle.
Gone Jackals, the band that brings the Full Throttle soundtrack to life, kicks this audio CD into high gear with rockin' tunes to complement a tough-as-nails biker's every mood – and we mean it.

92-001 "Bone to Pick" - Gone Jackals Audio CD **$12.95**





The Full Throttle Bonus!
Order Full Throttle direct from the *Company Store*, and IBM users will receive a free game-inspired bandana, while MAC users will receive a free game-inspired rubber key ring – your free gift with purchase. (After all, we want you to dress the part during game play.)





Not available separately.



new
What's Corley Motors?
Anyone who's survived Full Throttle knows. And our two-sided, silk-screened tee is a great game master's statement. 100% cotton; machine washable. US made. Choose M, L or XL.

91-701 Corley Motors Tee **$15.95**



new
The sweatshirt that tells the world you're living life on the edge.
The Full Throttle Corley Motors Sweatshirt is a must-have for warming up during fall and winter months. Vivid black and red embroidered logo. 100% cotton; machine washable. US made. Choose M, L or XL.

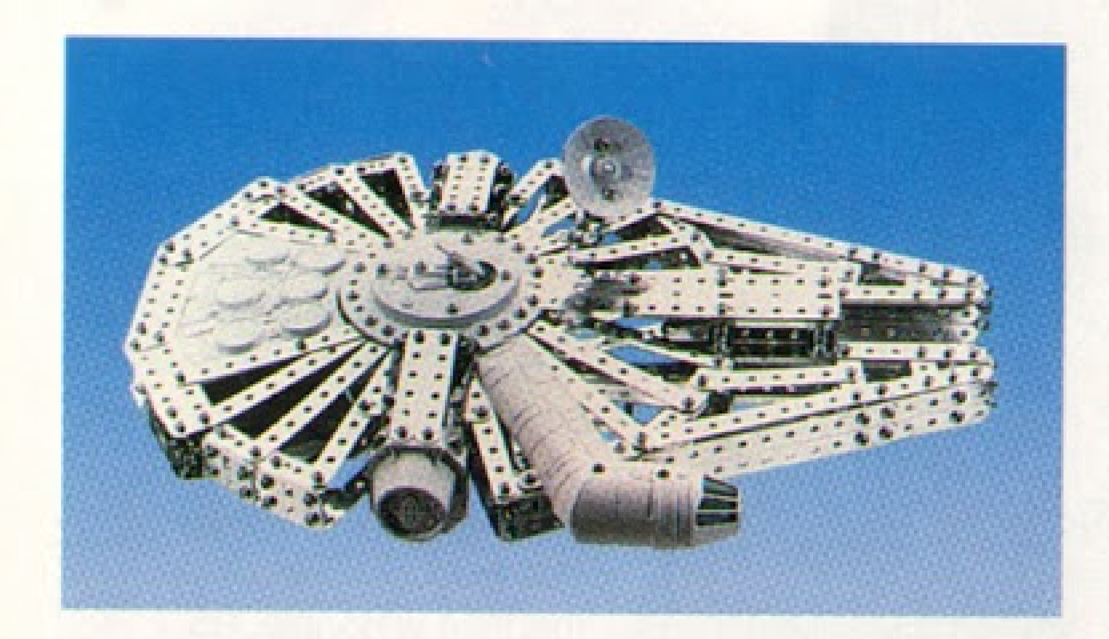
91-702 Full Throttle Sweatshirt **$39.95**

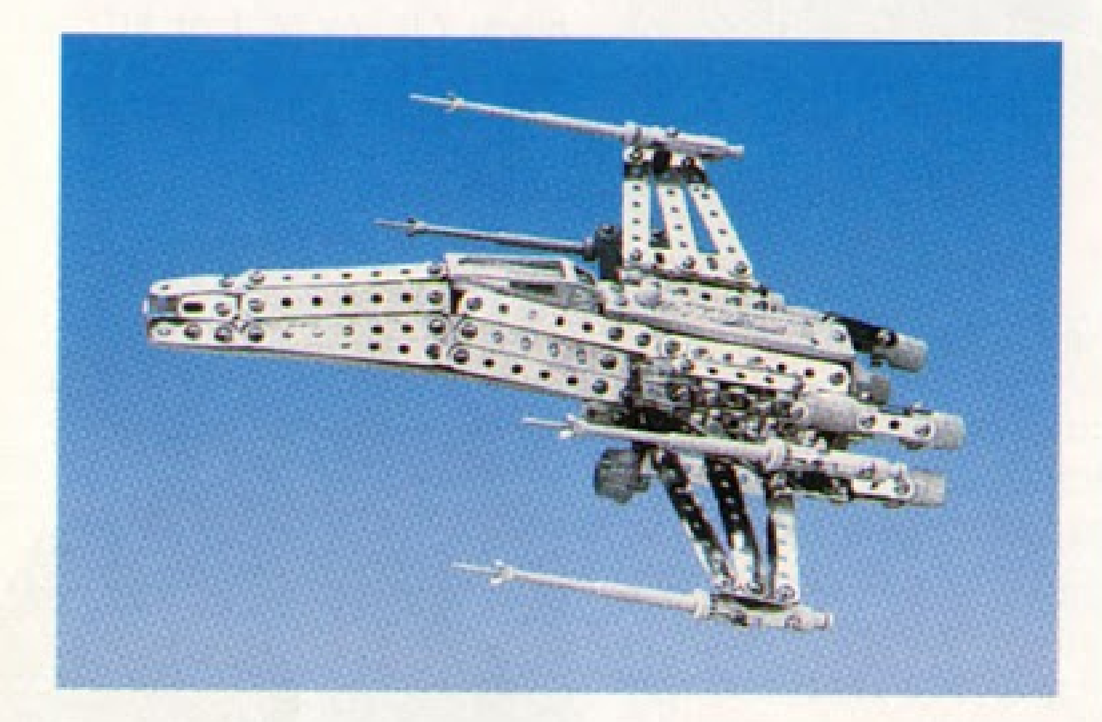
The Necessary Guide to Life. Yours.
Make sure you're up to the Full Throttle challenge by boning up on helpful hints and strategies that can help you (as Ben) prove your innocence. Don't rev up without it. For both IBM and MAC game versions.

18-002 Full Throttle Strategy Guide **$19.95**



Revisit a galaxy far, far away...





new

Classic* Star Wars *vehicles with a twist.

The Steel Tec X-wing Fighter and *Millennium Falcon* Model Kits are a model builder's dream. Each has been painstakingly designed to capture the feel and look of the classic vehicles – from the inside-out.

13-001 Steel Tec *Millennium Falcon* Model (8"Dia.) **$69.95**
13-002 Steel Tec X-wing Fighter Model (10"L) **$59.95**

It's a Lucasfilm Fact

Sections of the under-construction Death Star are said to resemble the San Francisco skyline, the silhouette of a favorite city of creator George Lucas.

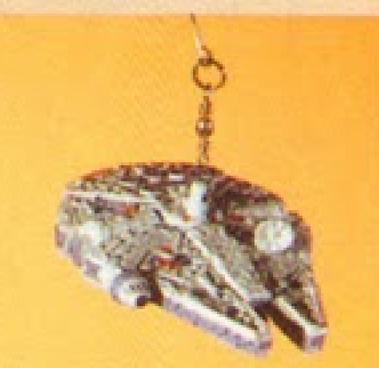
new

Just hangin' around...

The *Star Wars* Danglers turn any smooth surface – a computer screen, file cabinet, window, the side of your spaceship and more – into a film buff's haven. Use all six together, or give them away as gifts to your favorite *Star Wars* fans. Set of six includes Imperial Star Destroyer, *Millennium Falcon*, Rebel Y-wing, Rebel X-wing, Imperial TIE fighter and Death Star. Each measures approximately 1½"W.

03-008 Dangler Vehicle Set **$24.95**

















A different kind of card collection.

From Metallic Images come 20 collectible tin trading cards – each featuring an image from the acclaimed *Star Wars* films. Housed in a matching tin with an individually numbered certificate of authenticity.

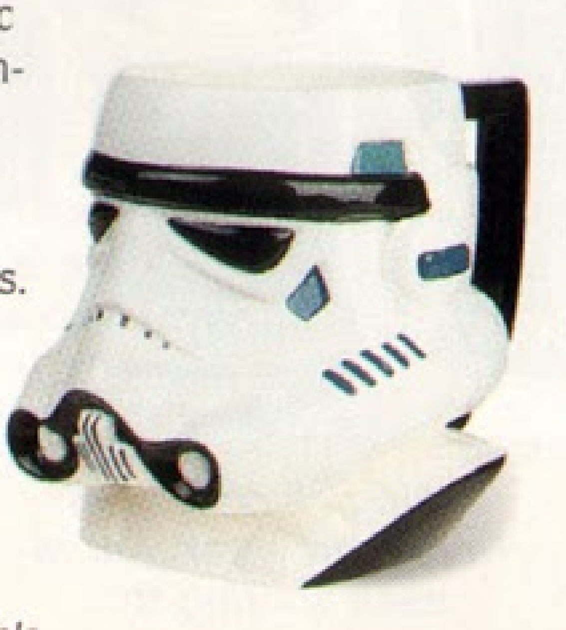
08-001 *Star Wars* Tin Trading Card Set - Series II **$49.95**

new

Coffee, tea or C-3PO?

Each of our trio of ceramic mugs features three-dimensional figures that will gladly help you *face* the morning. Not for use in dishwashers or microwaves. Gift-boxed. Each holds approximately 14 oz.

03-005 Stormtrooper Mug **$19.95**
03-004 Darth Vader Mug **$19.95**
03-006 C-3PO Mug *(available January 1996)* **$19.95**





new

A new breed of action figures.

Inspired by classic scenes from the *Star Wars* trilogy, these four vinyl action figures each feature strikingly realistic details, along with movable parts and accessories. Choose Han Solo disguised as a stormtrooper, Darth Vader with removable helmet, Luke Skywalker in training with Yoda or Chewbacca carrying a dismantled C-3PO – or better yet, choose all four, and save!

03-012 Han Solo Vinyl Figurine (10"H) **$16.95**
03-010 Darth Vader Vinyl Figurine (10¾"H) **$16.95**
03-011 Luke Skywalker Vinyl Figurine (9¼"H) **$16.95**
03-009 Chewbacca Vinyl Figurine (10¾"H **$16.95**
03-013 **Save!** All four Vinyl Figurines (Full Set) **$65.95**



STAR WARS
Collectibles

It's a Lucasfilm Fact

Return of the Jedi was originally titled Revenge of the Jedi – but later underwent a title change, due to the fact that, according to creator George Lucas, A Jedi would never take revenge.

new

Collectible Steins are worth a toast.
In the tradition of old-world Germany come our highly detailed, collectible Steins that are sure to become conversation starters in your home or office. Choose the pewter-topped Darth Vader stein or our trio of steins that pay homage to *Star Wars, The Empire Strikes Back* and *Return of the Jedi.*

08-005 Darth Vader Stein (10½"H) **$129.95**
08-002 *Star Wars* Stein (7"H) **$29.95**
08-003 *The Empire Strikes Back* Stein (7"H) **$29.95**
08-004 *Return of the Jedi* Stein (7"H) **$29.95**
08-005 **Save!** *Star Wars* Trilogy Stein Set (7"H ea.) **$69.95**


A B C D E

Calling all collectors! Here's the book you've been waiting for.



As the 20th anniversary of the first *Star Wars* film approaches, the popularity – and value – of collectibles inspired by the famous trilogy increases. This essential guide is your complete source of current authentication, worth and more. 8" x 11". Color and black and white photos; 224 pages.

90-901 Tomart *Star Wars* Collectibles Price Guide **$26.95**

Let's dish!
Enthusiasts of gallery-worthy collector's plates know that Hamilton creates the finest – and most prized – collections. Here we present six colorful plates that have been inspired by your favorite scenes from the most famous trilogy of all time.

A. 06-001 *Star Wars* Collector's Plate (9¼"Dia.) **$34.95**
B. 06-002 *The Empire Strikes Back* Collector's Plate (9¼"Dia.) **$34.95**
C. 06-003 *Return of the Jedi* Collector's Plate (9¼"Dia.) **$34.95**
06-008 **Save!** Set of 3 Trilogy Plates **$95.95**

New Vehicle Collection:
D. 06-004 *Millennium Falcon* Collector's Plate (8¼"Dia.) **$34.95**
E. 06-006 TIE fighter Collector's Plate (8¼"Dia.) **$34.95**
F. 06-005 Star Destroyer Collector's Plate (*Not shown*) (8¼"Dia.) **$34.95**
06-008 **Save!** Set of 3 Scenic Plates **$95.95**

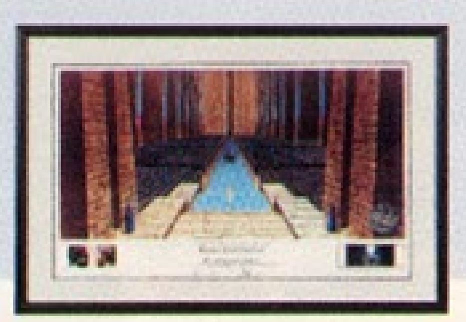
new

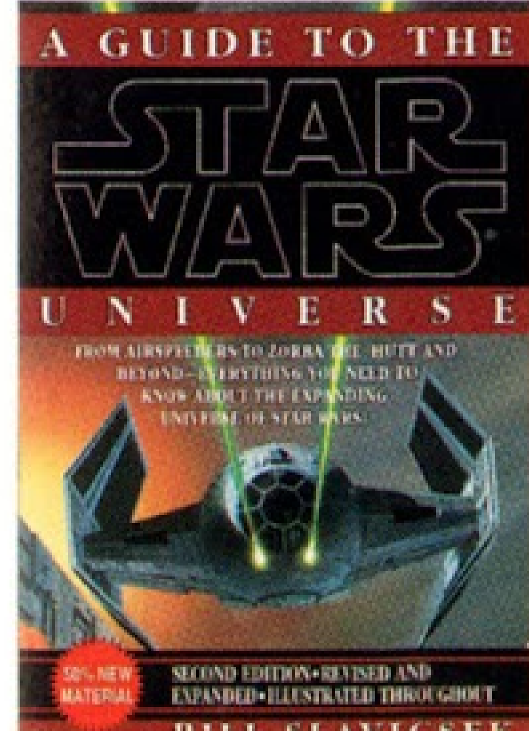
Get ready for the ultimate in collectibles – the limited-edition, film-frame lithograph!
Take our word for it – you've got to hold these limited-edition lithographs in your hands to truly appreciate their amazing graphic imagery. From the original drawings by noted *Star Wars* artist Ralph McQuarrie, these lithographs capture the heart-pounding excitement of the movie scenes they depict. You'll dazzle your friends and coworkers by displaying these prized possessions in your home or office. Suitable for any decor, these elegantly framed and matted pieces are sure to become the winning prize of any movie buff's collection. Not only are each of these lithographs individually numbered, but they are also hand-signed by the artist and include a certificate of authenticity. And what's that in the corner? An original film frame (depicting the filmed scene) from an actual 70mm *Star Wars* movie print. Press the button and the film frame lights up – revealing the artistry of filmmaker George Lucas. Each of these four lithographs is limited to an edition of only 2,500 each. If you want to add these distinguished pieces to your collection, we urge you to order today to ensure availability. True collectors will want to order all four lithographs, of course. Each requires 2 'AA' batteries, not included.


04-015 "Rebel Attack on the Death Star" Signed Litho **$199.95**


04-013 "The Cantina on Mos Eisley" Signed Litho **$199.95**


04-014 "*Millennium Falcon*" Signed Litho **$199.95**


04-015 "Rebel Ceremony" Signed Litho **$199.95**



Need help navigating your way around the Star Wars universe?
Sure you do! And our insightful Guide is just the ticket to discovering fun facts about characters, vehicles, planets and battles you'll encounter. A must for any *Star Wars* trivia buff or the serious collector. 5½" x 8¼". Color and black and white photos; 448 pages.

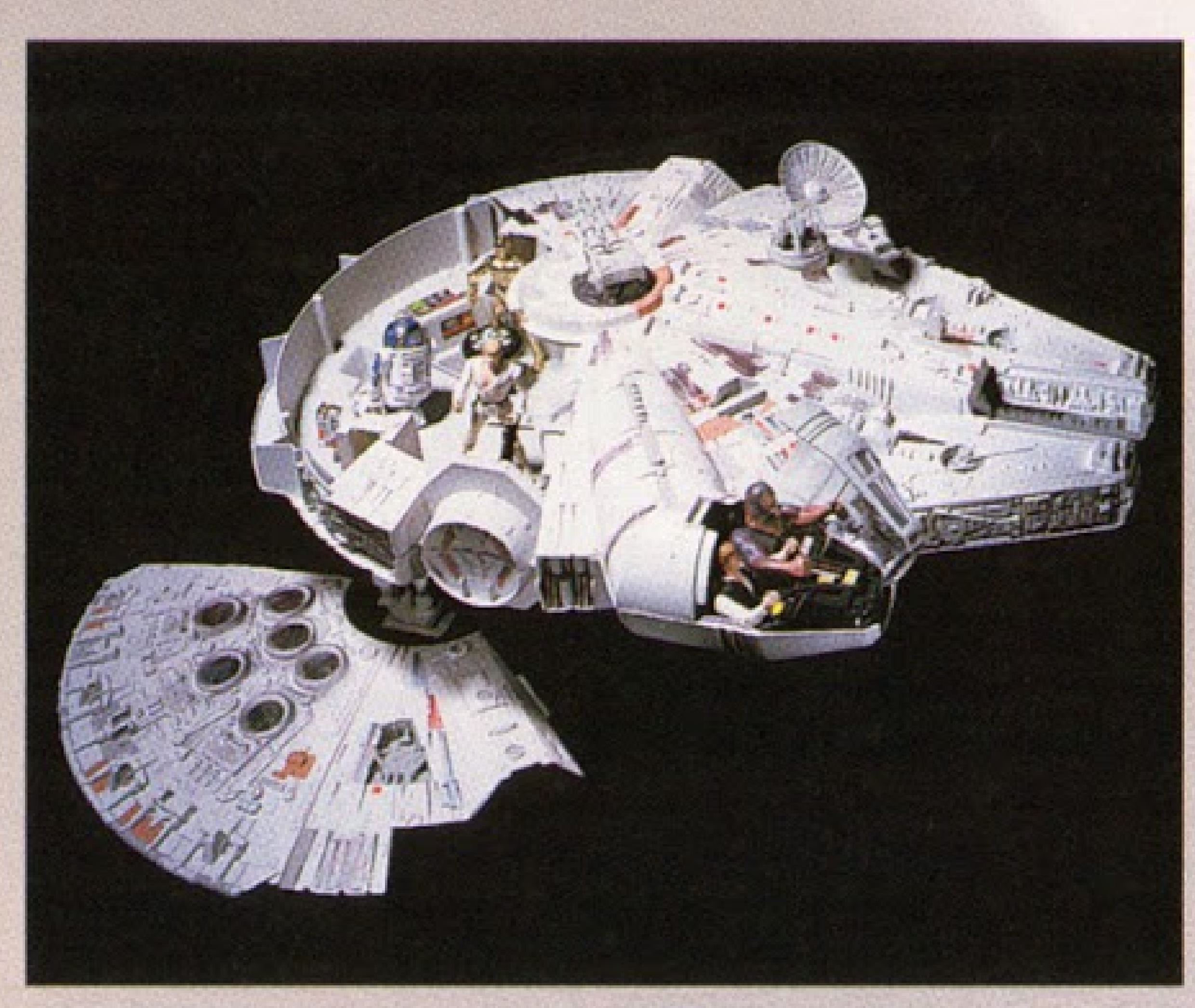
07-002 *Guide to the* Star Wars *Universe Book* **$9.95**

new

Don't miss out on this complete collector's set.
From Applause, the *Star Wars* figurine Gift Set – featuring an action-inspired Darth Vader, Luke Skywalker, C-3PO, R2-D2, Han Solo, Chewbacca on Bespin Display platform is included. Gift-boxed. Each set has been individually numbered for authenticity.

03-001 Figurine Gift Set **$19.95**





new

The electronic* Millennium Falcon *speeds into view.

Four incredibly realistic sounds can be heard from this durable plastic replica. Plus, you'll find landing lights, hidden compartments, a rotating gun turret and room for the action figures, sold below. 15"Diameter.

02-015 *Millennium Falcon* **$59.95**

new

Go figure – and we mean it!

Kenner's realistic action figures are suited up and ready for the kind of action the *Star Wars* trilogy is famous for. Each features movable parts and is suitable for use with the *Millennium Falcon*, sold above, and with other vehicles sold on this page and throughout LucasArts *Company Store*. Each figure is approximately 3³/₄"H. Choose a set of 3 – or the entire 9-figure set!

02-017 *Star Wars* 3-Figure Set #1 (C-3PO, Stormtrooper, Darth Vader) **$14.95**
02-018 *Star Wars* 3-Figure Set #2 (Chewbacca, Princess Leia - not shown, Han Solo) **$14.95**
02-019 *Star Wars* 3-Figure Set #3 (Obi-Wan Kenobi, Luke Skywalker, R2D2) **$14.95**
02-016 *Star Wars* Complete 9-Figure Collector's Set **$34.95**

Darth Vader with Lightsaber and Removable Cloak

Imperial Stormtrooper with Blaster Rifle and Heavy Infantry Cannon

Luke Skywalker with Grappling-Hook Blaster and Lightsaber

Han Solo with Heavy Assault Rifle and Blaster Pistol





new

Imperial forces are at hand.

And Kenner's new durable plastic Speeder Bike is taking the Imperial Scout along with it. The Imperial Scout is included. 8"L x 3¹/₂"W.

02-011 Speeder Bike with Imperial Scout **$12.95**

Introducing a universe filled with brand-new collectibles from Kenner.

new

The Imperial Scout Walker's comin' at you.

Watch out! This durable plastic Imperial Scout Walker includes charging legs feature and rotating gun turrets. Not to mention a cockpit for any of the action figures, sold below (the dark side prefers you only use Darth Vader or the Stormtrooper, of course). 11¹/₂"H x 5¹/₂"W.

02-013 Imperial AT-ST (Scout Walker) **$23.95**



Chewbacca with Bowcaster and Heavy Blaster Rifle

Obi-Wan Kenobi with Lightsaber and Removable Cloak

C-3PO with Realistic Metallic Body



R2-D2 with Light-Pipe Eye Port and Retractable Leg

It's a Lucasfilm Fact

The Millennium Falcon was originally inspired by the shape of a hamburger with an olive on the side.

new

Get around the planet fast.

Luke and Obi-Wan both know there's no better way to go from place to place than in the Landspeeder from Kenner. Constructed of durable plastic, this vehicle includes movie-inspired detailing, "hovering" gear and a pop-open hood. Holds two figurines, sold above. 9"L x 6"W.

02-001 Landspeeder **$12.95**



'Tis the season to give and (thankfully) the season to get!

Enamel pins make collecting fun.
Pin sets are the hottest item being traded by collectors. Be sure not to miss out on the action by obtaining all nine of our colorful enamel pins.

05-001 Chewbacca (2¹/₄"H) **$7.95**
05-003 C-3PO (1¹/₂"H) **$5.95**
05-004 Emperor's Royal Guard (1⁷/₈"Dia.) **$6.95**
05-009 Emperor Palpatine (1³/₁₆"H) **$6.95**
05-005 Stormtrooper (1⁷/₈"H) **$6.95**
05-006 Millennium Falcon (1¹/₂"H) **$7.95**
05-007 Obi-Wan Kenobi (1³/₄"H) **$6.95**
05-008 Yoda (1⁵/₁₆"H) **$7.95**
05-002 Not Shown: Boba Fett (1³/₄"H) **$7.95**
05-010 **Save!** All nine Pins **$59.95**

The clever cover-up…
Great for him or for her, these boxer shorts are terrific for lounging. 100% cotton; machine washable. US made. Choose S, M, L or XL.

20-002 *Star Wars* Boxer Shorts **$12.95**

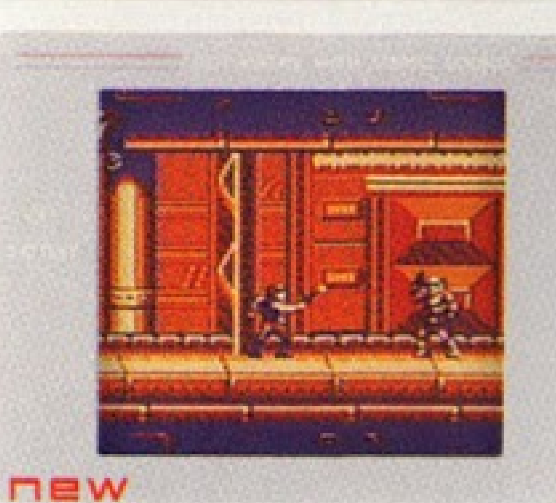
Your ties to the Force…
Wield true power wearing one of our 3¹/₄" width ties that celebrate the new artwork from the digitally mastered trilogy. Choose Darth Vader, Stormtrooper or Yoda – or all three! They're great for "casual Fridays." 100% polyester. US made.



20-003 *Star Wars* Tie **$19.95**
20-004 *The Empire Strikes Back* Tie **$19.95**
20-005 *Return of the Jedi* Tie **$19.95**

Make contact with Darth Vader.
Next time you're discovering an alien planet – or simply exploring your back yard – keep in touch with your allies with our dark side inspired Walkie-Talkie set. Each unit requires two 9-volt batteries: not included.

19-001 Walkie-Talkie set **$19.95**



new
Oh Boy! It's time for Return of the Jedi.
Get out your Nintendo Super GameBoy™ or Sega GameGear™ and get ready for action. Choose to be Luke, Leia, Han, Chewbacca or an Ewok, and let the games begin. Superb graphics and sound!

26-001 *Return of the Jedi* - Super GameBoy **$29.95**
26-002 *Return of the Jedi* - GameGear **$37.95**



new
Look – and talk – like Lord Vader himself.
Not only is this an amazingly realistic mask, but the built-in microphone actually transmits your voice through a portable speaker that makes you sound like Darth Vader! Requires one 9-volt battery, not included.

19-002 Darth Vader Mask & Voice Changer **$24.95**

It's a Lucasfilm Fact

During* The Empire Strikes Back*'s famous asteroid scene: one of the deadly, hurling asteroids is actually…a potato!

Let Star Wars invade your computer screen.
No *Star Wars* fan's – or film buff's – computer is complete without *Star Wars* Screen Entertainment™, a valuable trivia guide program that includes fact-filled character bio's, spaceship schematics, dangerous Jawas and a special message from George Lucas about the next *Star Wars* films. Great as a gift!

01-018 *Star Wars* Screen Entertainment - IBM Windows 3.5" DISK **$19.95**
01-019 *Star Wars* Screen Entertainment - Color MAC 3.5" DISK **$19.95**



new
The write stuff – and more.
Taking notes in deep, dark space? No matter the angle (even upside-down), Fisher's Space Pen gets it write every time. Looking for the perfect gift set? Just add our screened metal 1³/₄"dia. key chain with removable fob.

90-101 Space Pen **$14.95**
90-102 Space Pen & Rebel Key Chain Set **$19.95**



Darth Vader wants to know if you've got the time.
And when he asks – you better answer. This deluxe hologram watch is sure to be a hit at gift-giving time. Quartz movement; sporty plastic band.

91-401 Darth Vader Hologram Watch **$34.95**

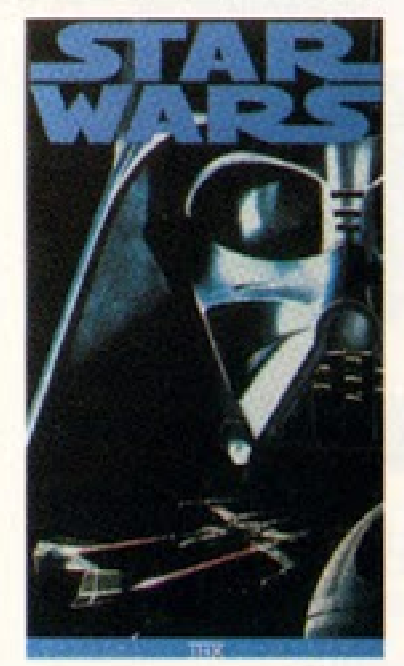


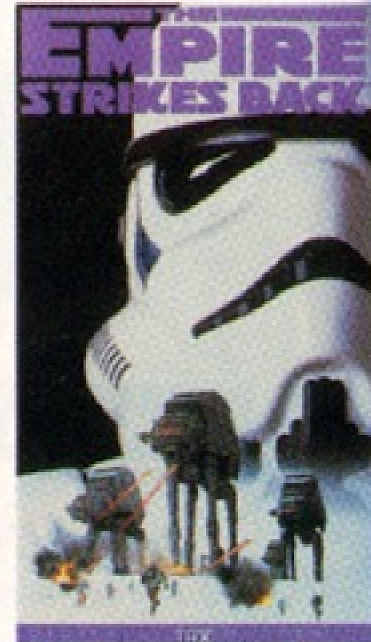




It's a Lucasfilm Fact

Star Wars episode number IV, entitled "A New Hope," did not originally appear in the film's opening crawl. These were added in the later re-release, in order to be consistent with The Empire Strikes Back.







new ***See the acclaimed films as you've never seen them before.***
For a limited time, George Lucas has unveiled an exclusive boxed set that features the famous trilogy, *Star Wars*, *The Empire Strikes Back* and *Return of the Jedi*, digitally mastered in THX for enhanced sound and picture quality. No movie fan will want to be without this complete set. Gift-boxed; three VHS videocassettes. Total running time: 386 minutes.

90-202 The Digitally Mastered Trilogy - VHS **$34.95**
90-201 **Special!** The Digitally Mastered Trilogy (when combined with any catalog purchase – see order form for details) **$29.95**

new
Introducing authentic, Star Wars limited-edition 70mm film originals.
For a limited time, you have the chance to own a one-of-a-kind 70mm film frame, presented in a protective, sealed acrylic holder and displayed with its own unique history and story card. Each is hand-numbered and limited to an availability of only 9,500 complete sets! No two are exactly alike! The film frame can be viewed with ambient light through the holder's die-cut window. Don't miss this rare opportunity to own actual footage from the *Star Wars* film. Order individually or the complete set.
$24.95 each

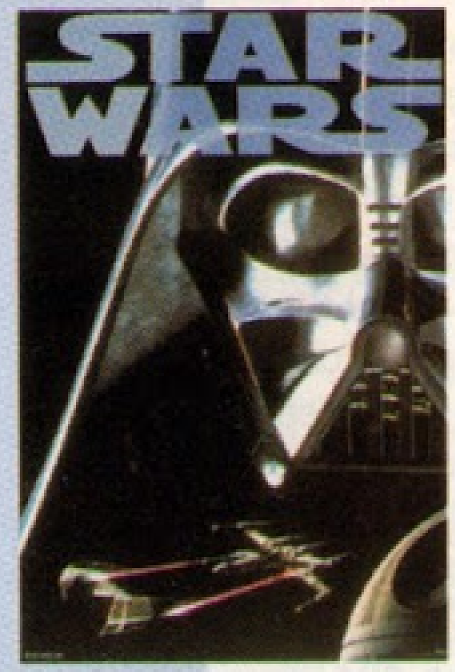
Full-screen, letterbox image
One-of-a-kind, 70mm film frame, viewable through a die-cut window
Protective, holographic seal
FRONT
Diamond-cut acrylic holder
Individually numbered, recording your 70mm film frame
BACK

04-001 Luke Skywalker Edition
04-002 Darth Vader Edition
04-003 Princess Leia Edition
04-004 Ben Kenobi Edition
04-005 Han Solo Edition
04-006 Chewbacca Edition
04-007 Creatures Edition
04-008 Galactic Empire Edition
04-009 Stormtroopers Edition
04-010 Rebel Alliance Edition
04-011 C-3PO Edition
04-012 R2-D2 Edition
04-017 **Save!** Set of all 12 **$269.95**



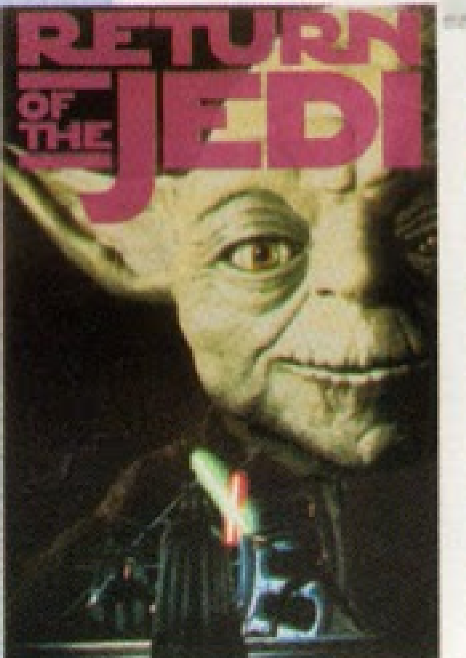
new
Trilogy Tees.
Our newest trio of silk-screened tees celebrates the inspirational power of the Force. 100% cotton; machine washable. US made. Choose M, L or XL.

09-001 *Star Wars* Tee **$15.95**
09-002 *The Empire Strikes Back* Tee **$15.95**
09-003 *Return of the Jedi* Tee **$15.95**



Star Wars Poster

The Empire Strikes Back Poster

Return of the Jedi Poster



new
Brand-new Star Wars Posters.
Inspired by the artwork on the digitally mastered trilogy (sold at left), these amazing 24" x 36" heavyweight posters with pearlescent ink are suitable for framing.

12-004 *Star Wars* trilogy Poster Set **$15.95**

The music is going to move you...
Relive the thrilling moments and escapades as you hum along with the score of all three *Star Wars* soundtracks on four digitally mastered compact discs. Complete with previously unreleased tracks. Performed by the London Symphony Orchestra with composer John Williams conducting.

91-001 The Complete *Star Wars* Soundtrack **$54.95**



The ultimate laser disc collection.
This nine-disc set is presented entirely in superior laser disc technology. Each film features its own supplementary section, offer ing behind-the-scenes interviews, production photos, never-before-seen footage and more, in CLV format.

90-301 *Star Wars* Trilogy on Laser Disc **$249.95**

Rediscover the art of Star Wars.
Which came first: the vivid film sequences or the artwork? You decide. *A New Hope* and *Return of the Jedi* include a complete script and dialogue.



07-003 The Art of *Star Wars* - Episode IV, *A New Hope* **$17.95**
07-004 The Art of *Star Wars* - Episode V, *The Empire Strikes Back* **$17.95**
07-005 The Art of *Star Wars* - Episode VI, *Return of the Jedi* **$17.95**

new

Don't look now... Chewbacca's transforming!

Chewbacca is much more than an approximately 7"H x 12"W x 3"L figurine. Open his face (yes, his face) to reveal the mysterious Planet Endor, along with a cavalcade of hidden areas and mini action figures to while away the hours. Durable plastic construction.

16-001 Chewbacca Transforming Play Set **$24.95**





Which Star Wars character is your favorite?



10-001 Fiber-Optic Star Destroyer Model **$49.95**

new

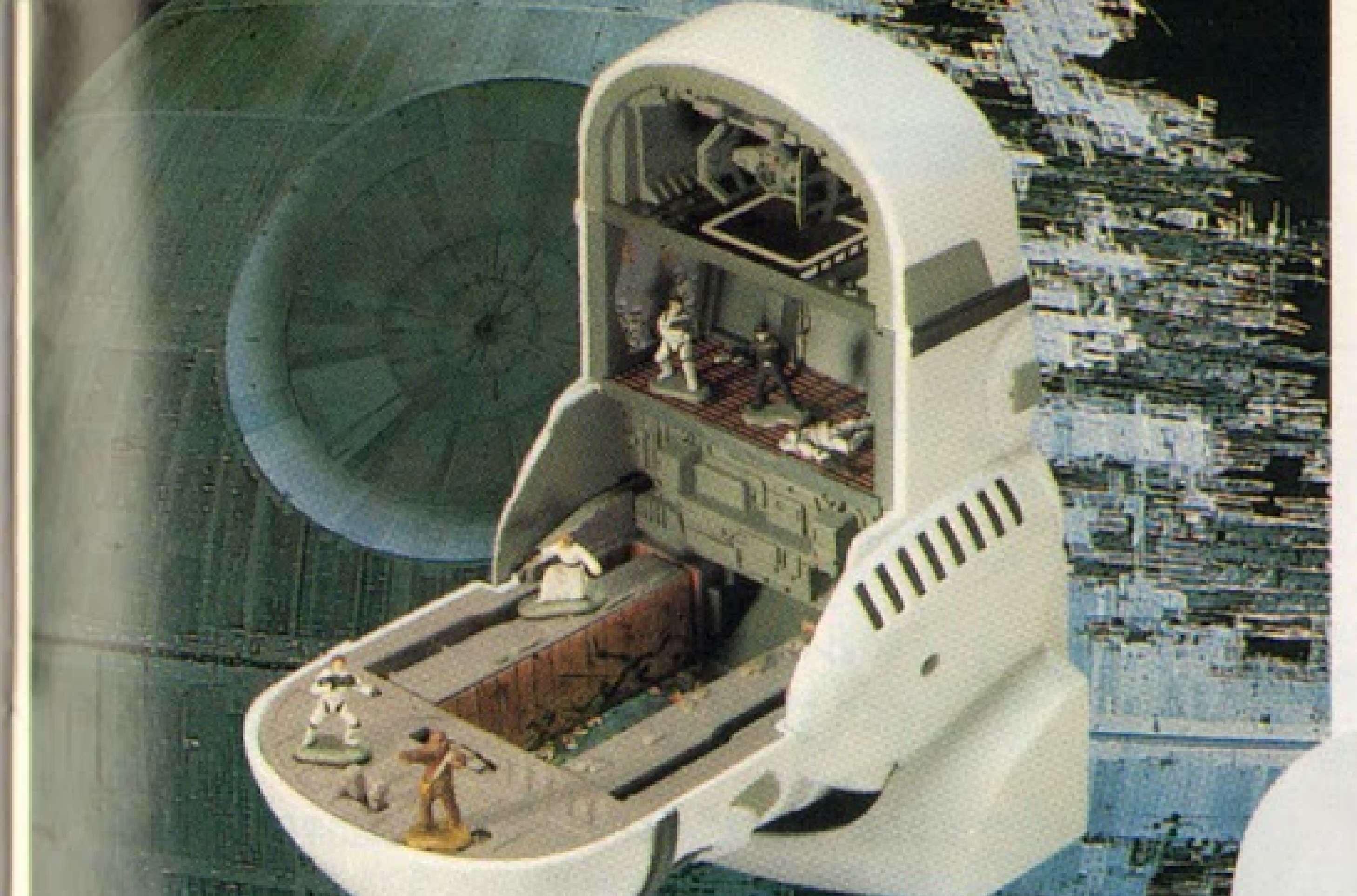
Building the perfect universe is easy.

All three of our *Star Wars* model kits feature vehicles last seen in the hit trilogy: the limited edition B-wing with dramatic gold highlighting; the Fiber-Optic Star Destroyer with over 2000" of fiber-optic filament, 14 light sources and reflective strips; and Boba Fett's *Slave I* with over 40 different pieces. Paint and model glue not included. For ages 8 and up.

10-003 Limited-Edition B-wing Fighter Model **$29.95**



10-002 Boba Fett's *Slave I* Model **$15.95**



new

This Stormtrooper is in for a change...

Open up this Stormtrooper's face to reveal the interior of the Death Star. This fun-filled play set features mini action figures and more. Approximately 7"H x 12"W x 3"L when closed. Durable plastic construction.

16-002 Stormtrooper Transforming Play Set **$24.95**

It's a Lucasfilm Fact

In* The Empire Strikes Back*, ILM designers sought a "radical" design shape for Boba Fett's ship – and ended up using a street lamp plucked off a post outside the ILM building.



new

Enjoy your morning coffee with Boba Fett.

Three-dimensional ceramic mug. Not for use in dish-washers or microwaves. Holds approximately 14 oz.

03-007 Boba Fett Ceramic Mug **$19.95**



BOBA FETT

[The Bounty Hunter]

When an unnamed (during screen time) Boba Fett was introduced in *The Empire Strikes Back*, who knew he would become one of the most popular *Star Wars* characters? Today this sometimes ruthless, inter-galactic bounty hunter has a following all his own.

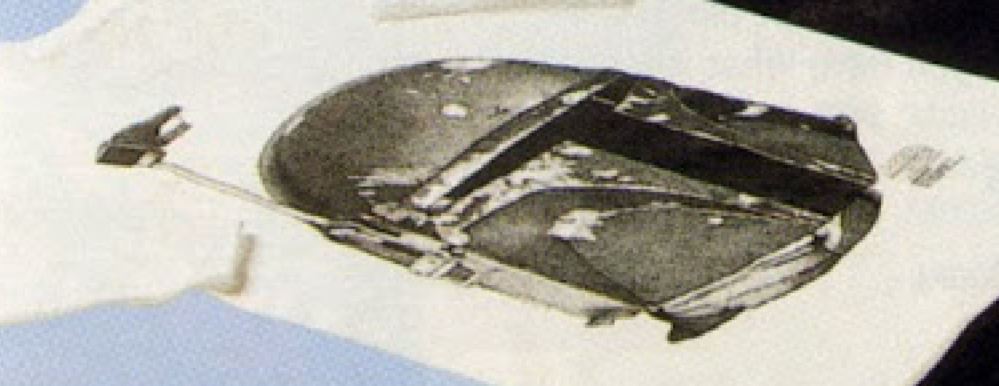
new

Boba knows time.

Dramatic holographic watch with quartz movement; black plastic band.

22-001 Boba Fett Watch **$34.95**





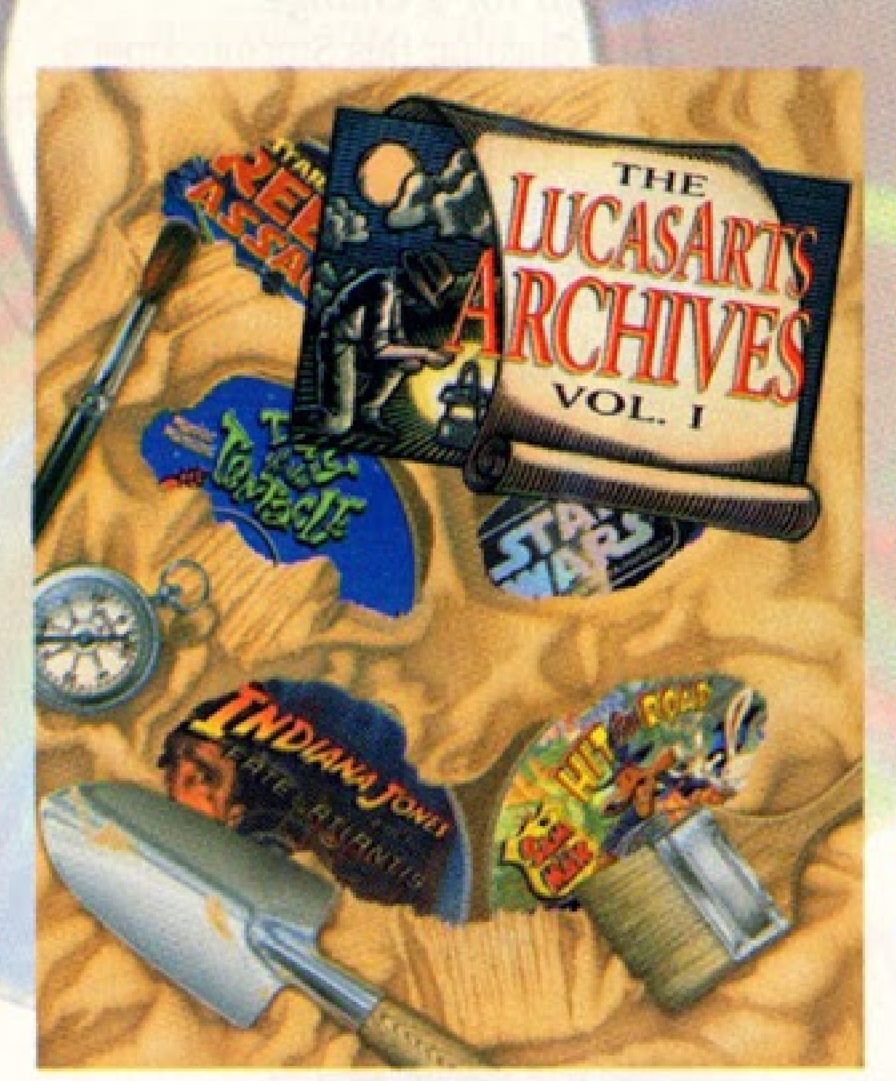
new

Wear Boba Fett out –

On the town, that is. Our nifty tee is 100% cotton and machine wash-able. US made. Choose M, L or XL.

09-004 Boba Fett Tee **$15.95**

LucasArts turns any computer into an action-packed arcade . . .



1 Indiana Jones® and the Fate of Atlantis™

2 Maniac Mansion II: Day of the Tentacle™

3 Sam & Max Hit the Road®

4 Rebel Assault™ - Special Edition (with three playable levels)

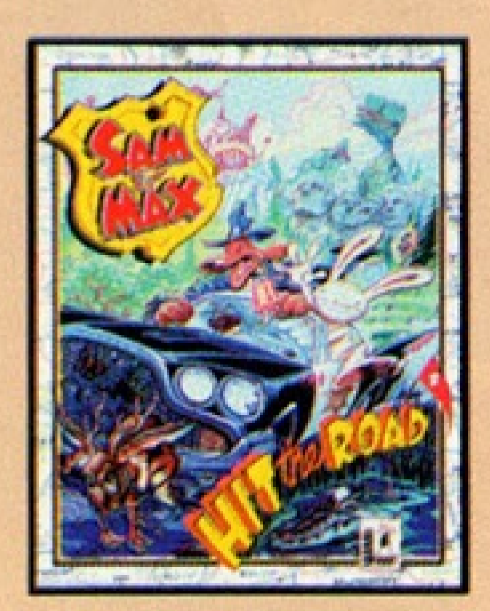
5 Star Wars® Screen Entertainment™ For Windows

6 A Super Sampler that offers a playable preview of other great LucasArts titles

$29.95
Originally a $150.00 Value

Don't miss out on owning Volume I of The LucasArts Archives – a great gift for any gamer!
Six – count 'em – *six* CDs offer the incredible excitement your gaming skills have been hungering for: Indiana Jones and the Fate of Atlantis, Maniac Mansion II: Day of the Tentacle, Sam & Max Hit the Road, Rebel Assault - Special Edition (with three playable levels), *Star Wars* Screen Entertainment for Windows and a Super Sampler Playable Demo that offers a sneak peak at other popular LucasArts titles (including Full Throttle™, Dark Forces™ and the all-new The Dig™). An incredible $150 value!

01-028 LucasArts Archives, Volume I - IBM CD-ROM **$29.95**
(Includes FREE Hint Books for Sam & Max, Indy Fate and Day of the Tentacle when you buy through the *Company Store*)
01-050 LucasArts Archives Hint Book Bundle **$19.95**



You asked for it! Now for Mac!

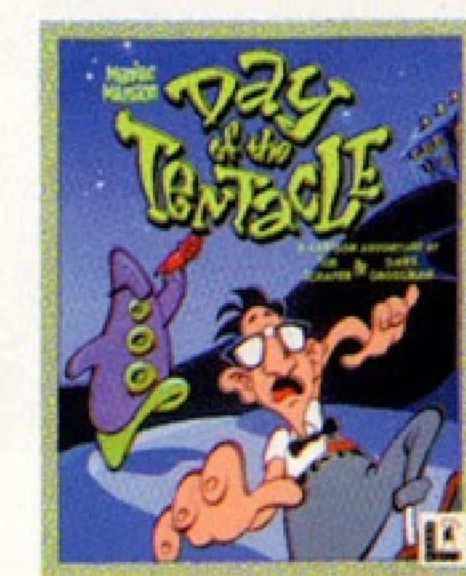
Join Sam & Max on their fun-filled adventures.
Join the cross-country search for Bruno, the missing Bigfoot, with hilarious freelance police officers Sam & Max. *Also available for Mac users!*

01-012 Sam & Max Hit the Road - IBM 3.5" DISK **$14.95**
01-045 Sam & Max Hit the Road - IBM CD-ROM **$14.95**
01-045 **New!** Sam & Max Hit the Road (with FREE Hint Book) - MAC CD-ROM **$29.95**
01-040 Sam & Max Hint Book **$9.95**

Don't miss the uproarious sequel to Maniac Mansion – now on MAC!
Day of the Tentacle offers an interactive cartoon adventure that pits you against Dr. Fred Edison's mutated pet tentacles. Do you have what it takes to save mankind? *Also available for Mac users!*

01-009 Day of the Tentacle - IBM 3.5" DISK **$14.95**
01-014 Day of the Tentacle - IBM CD-ROM **$14.95**
01-044 **New!** Day of the Tentacle (with FREE Hint Book) - MAC CD-ROM **$29.95**
01-035 Day of the Tentacle Hint Book **$9.95**

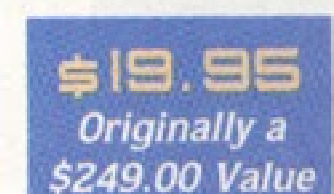
You asked for it! Now for Mac!



It's time to partake of our Classic Adventures.
Here's your chance to own five different all-time classic adventures in one fell swoop – most of which are no longer available individually! The original Maniac Mansion, Zak McKracken and the Alien Mindbenders, Indiana Jones® and the Last Crusade,™ Loom and The Secret of Monkey Island – each a top-rated and often award-winning adventure when originally released upon the gaming community.

01-008 Classic Adventures - IBM 3.5" DISK **$19.95**
01-041 Classic Adventures Hint Books **$19.95**

Still available for Mac users on 3.5" DISKS:
01-002 Loom - MAC **$17.95**
01-001 Indiana Jones and the Last Crusade **$14.95**
01-003 The Secret of Monkey Island **$14.95**





Midair adventures are at your fingertips.
Earn your gaming wings playing our ultimate collection of high-altitude adventures – each developed by the brilliant minds that brought you the thrills of X-Wing and TIE Fighter: Battlehawks 1942®, Their Finest Hour: The Battle of Britain® and Secret Weapons of the Luftwaffe® (SWOTL). What's more, four additional SWOTL tours of duty and an add-on Their Finest Hour mission disk have also been included. A terrific $199.95 value.

01-015 Air Combat Classics™ - IBM 3.5" DISK **$19.95**
24-004 Air Combat Classics Strategy Guide **$19.95**

$19.95
Originally a $199.95 Value

It's a Lucasfilm Fact

Max the rabbit (from Sam & Max Hit the Road) has a fleeting cameo in most LucasArts games. In fact, you can currently look for him floating by in the brand-new Rebel Assault II™ (for sale on page 3).



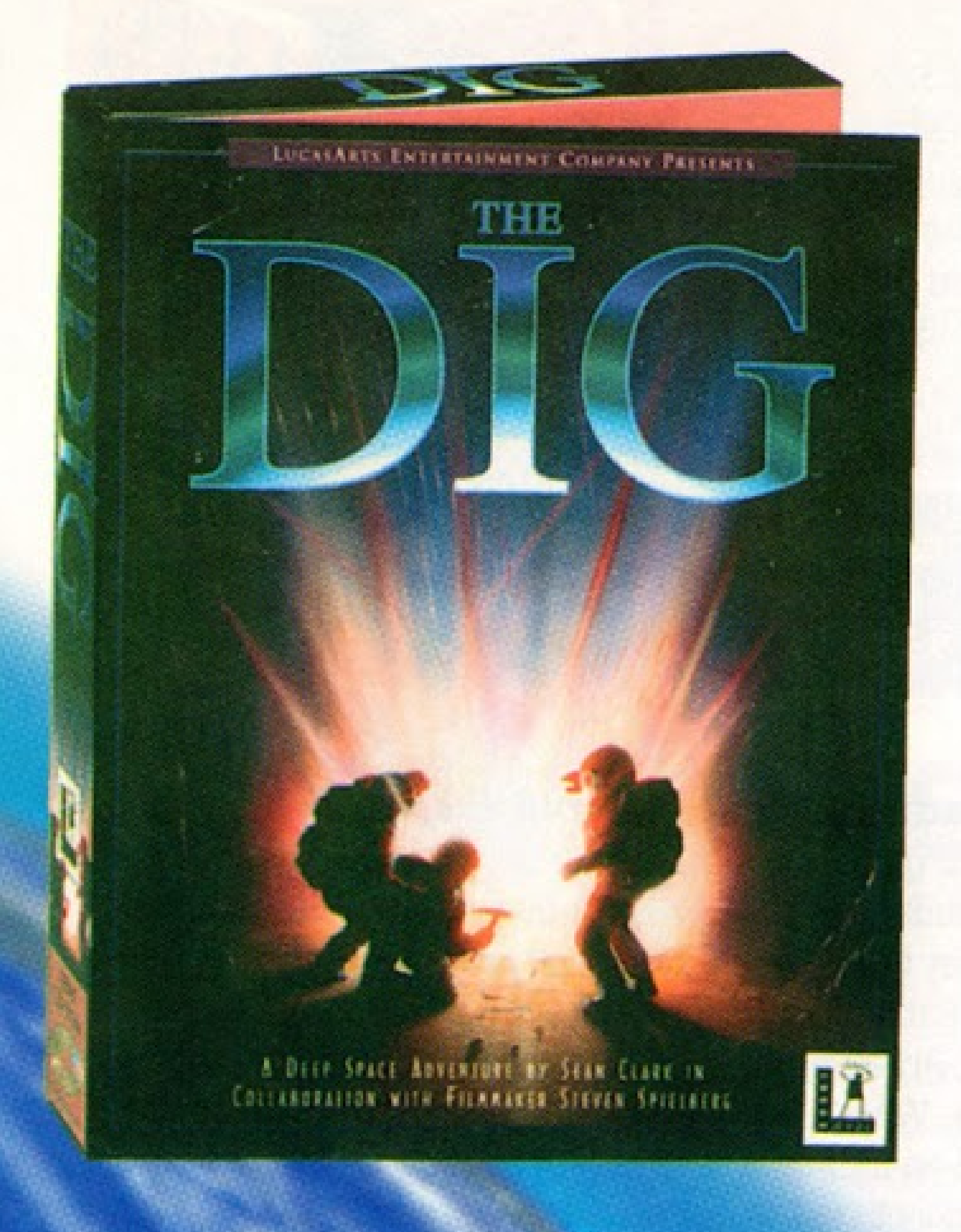
Return to Monkey Island...
Kids and adults alike will love the further misadventures of Guybrush Threepwood. This time out, the ghost Private LeChuck is out for revenge – you killed him once, but he's too mad to stay dead.

01-004 Monkey Island II - IBM 3.5" DISK **$19.95**
01-006 Monkey Island II - MAC 3.5" DISK **$19.95**
01-033 Monkey Island II Hint Book **$9.95**





Prepare yourself for the ultimate adventure . . .



new

An epic sci-fi adventure by gaming-mastermind Sean Clark.

An unbelievable adventure is waiting for you on the other side of your computer screen. A team of astronauts has been mysteriously transported to an alien world, where they must uncover artifacts of an ancient, yet advanced civilization. With ILM-contributed special effects, a sensational musical score, over 200 locations and hundreds of puzzles, The Dig™ promises to take you where you've never been before. Windows 95 compatible. Reserve your copy today – directly from LucasArts *Company Store* – in order to ensure immediate delivery upon the game's upcoming release.

01-031 The Dig - IBM PC CD-ROM **$44.95**
01-049 The Dig - MAC CD-ROM **$44.95**
(Coming February, 1996)
18-004 The Dig Strategy Guide **$19.95**

It's a Lucasfilm Fact

Many of the sound effects used in the Star Wars games are original tracks from the feature films – obtained directly from the Skywalker Sound vault.

new

Compelling. Moving. Alluring. The Dig Soundtrack.

The entrancing Wagnerian musical score will leave you spellbound for hours and help you relive your adventures even when away from your PC. On digitally mastered compact disc.

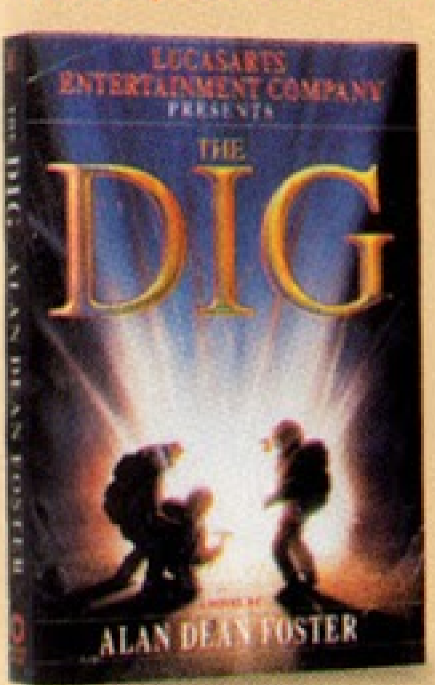
91-301 The Dig Soundtrack on CD **$15.95**







Your gift with purchase:

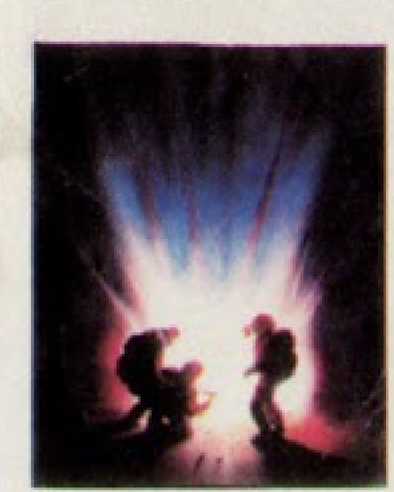


You've played the game – now read the book.

Only an adventure as compelling as The Dig would inspire its very own novel from Warner Books – your free gift when you purchase The Dig directly from LucasArts *Company Store*. 6" x 9"; 297 pages.

91-201 The Dig Book

The Dig takes you far beyond the everyday – to a world where the mysteries of an alien civilization lie waiting to be discovered by human eyes.



http://www.lucasarts.com

new

Join the revolution.

Show the world you've got what it takes to make The Dig. Our double-sided, silk-screened tee is 100% cotton and machine washable – and even includes The Dig's Web-site address! US made. Choose M, L or XL.

23-006 The Dig Tee **$14.95**



new

Discover* The Dig *head first.

Our sporty cotton denim baseball cap features an adjustable leather back-band. One size fits most.

23-003 The Dig Baseball Cap **$16.95**



new

We all dig denim.

And now the electronic world's hottest game logo blazes across the back of this 100% cotton button-front denim shirt in fiery embroidery. Machine washable. Choose M, L or XL.

23-004 The Dig Embroidered Denim Shirt **$45.95**



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We're so delighted to have you for a customer, we've got a little something for your computer.

Could your computer use a little adventure? We thought so. That's why our Indiana Jones and the Fate of Atlantis game – a $14.95 value – is your gift with any $50 purchase. Please specify Macintosh or IBM Windows, CD or floppy when ordering. See the order form for complete details.

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As a special incentive to LucasArts *Company Store* shoppers, we're offering the all-new TIE Fighter Collector's CD-ROM "upgrade" to TIE Fighter floppy owners for only $29.95. See the order form for details on how to qualify for special pricing.

Coming Soon:

An epic sci-fi adventure by gaming mastermind Sean Clark.

We hope your suitcase is packed. Because The Dig™ is going to take you further beyond the everyday than you've ever been before – to an amazing world where the mysteries of an alien civilization lie waiting to be discovered by human eyes ... yours.

See page 26.



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